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TUTORIAL SECTION

The game lacks a real-time tutorial so new players may find it challenging applying various mechanics described in the game's in-game manual. My suggestion would be fighting some random battles checking out the battle system.

Map Info

Press (LS) during combat to toggle the map information and display it to the upper right corner of your screen.

Fleeing

Move a character to the boundary line between maps to flee from combat. Some battles however, can't be fled.

Bezels and Critical Condition

When the Hero Gauge is depleted to heal Scratch Damage, the used bezels will shatter and scatter across the area. You can collect these scattered bezels to restore them and make them available for use again. Resting at the base or at an Energy Station will also recover the Hero Gauge completely.

Bezels and Enemies

Enemies can also collect scattered bezels to restore a portion of their HP and revive destroyed body parts. Dealing a set amount of Direct Damage will also cause the enemy to drop the bezel.

Critical Condition

When the Hero Gauge is empty, the party enters critical condition. During this time, your party's attack power is greatly diminished and every damage received will shatter one bezel. Damage taken will also apply as Direct Damage which can kill your characters.

Flow of Combat

In combat, enemies react according to the party's action. Enemies need to charge before attacking. While a character's turn is ongoing, they are susceptible to enemy fire. When the character's turn ends, enemies with complete charges will get a turn to attack. It is recommended to use hero actions while closely paying attention to the enemies' conditions, party members' positions and Hero Gauge state.

Attacks have a set chance of causing knockbacks or causing enemies to reel, cancelling their charge. Switching characters and ending turns wisely will help in canceling the charges of enemies aiming for other party members or to hasten a character's next turn.

Elements

There are 5 different elements in the game:

- Physical
- Fire
- Ice
- Electricity
- Poison

If the element of the attack matches the elemental weakness in the target, the damage dealt increases. Elemental resistances in the other hand, nullify, lessen or even absorb damage of that element.

Status Ailments

There are also 5 types of status ailments, each lasting for 15 seconds.

- Immolation: Deals Scratch Damage every second
- Freezing: Prevents movement
- Electrocutation: Slows charge speed
- Poison: Deals Direct Damage every second
- Oil: Slows movement and raises vulnerability to fire damage

Weapons

There are three types of weapons in the game:

Handguns – Gauge Breaking ability

Machineguns – Attack Power Up

Thrown Weapons – Knockback Power up.

Weapon effects are always applied in proportion to the number of charges. Skills have their own probability or chance to trigger.

Characters gain and level up in each weapon type independently. The character's overall level is the sum of his/her individual gun levels. Experience points are earned by dealing damage to an enemy's main body or to the body part that is their weak spot. When dealing Direct Damage, EXP is also granted for stored Scratch Damage that is converted.

Game Over

The following conditions will result in a Game Over:

- A character's HP is reduced to zero due to Direct Damage
- The entire party is afflicted with the status ailment: Freezing

In an event of a Game Over, there are two options given to the player:

- Retry: Begin the last battle again in the same starting condition as before
- Refill Hero Gauge and Retry: Begin the last battle again with a full Hero Gauge.
-

Both options cost a set amount of rubies with the latter costing more.

Combat Tutorials

Basic Controls

(LS) Move character

(RS) Move camera

DPAD: Switch targets

(RS): Press to lock to the target

Charging and Attacking

Press A to begin charging. Once the gauge is filled, press A again to fire. Moving and charging depletes the character's Action Gauge. When the action gauge reaches zero or when they attack, the character's turn ends.

Multiple Charges

Characters level up and learn skills in each weapon class individually based on their usage. When charging, you can charge a number of times equal to your current level for that weapon. Skill effects are also applied to the attack based on the number of charges.

Character Switching

Press LB or RB to switch characters; press B to end your turn. Changing characters can only be done before the currently selected character begins their turn.

Weapon Switching

Press LT or RT to switch weapons. You can equip two handguns or machineguns to enable a character to attack with both weapons at once. Character's can also attack barehanded by selecting an empty weapon slot. Barehanded attacks only play a secondary role in combat.

Using Items

Equip an item box to enable the use of items during a battle. Like weapons, items can be charged before use.

- First Aid Kit: Enables the use of support and healing items
- Grenade Box: Enables the use of attack items.

Press the <back> button in your controller to select which item to use.

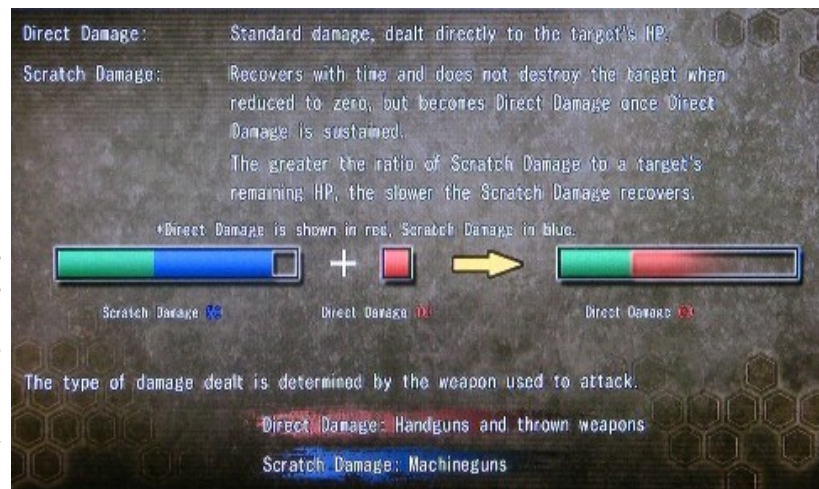
Magazine Case

Having a magazine case equipped with a gun enables a character to fire specialty rounds. One round is used per attack. Press the <back> button on your controller to select which specialty round to use.

Scratch/ Direct Damage

Direct Damage: Standard damage, dealt directly to the target's HP. Dealt by handguns and thrown weapons

Scratch Damage: Recovers in time and does not destroy the target when reduced to zero; however, it becomes direct damage once direct damage is sustained. Also, the greater the ratio of Scratch Damage compared to the target's remaining HP, the slower the scratch damage recovers. Scratch damage is only dealt by machineguns.



Hero Gauge

As long as one bezel remains, all damage sustained by the party is counted as Scratch Damage. When a character's Scratch Damage is reduced to zero, the Hero Gauge depletes and their HP is restored to full. Each Bezel is equal to 1000HP. Bezels are consumed until the character's Scratch Damage is fully restored. Consumed Bezels shatter and are scattered around the area. Reducing an enemy's HP to zero with Direct Damage will recover the Hero Gauge by one bezel.

Hero Actions

Characters can use one bezel to attack while moving. Press X to show the anchor cursor, position the anchor to the set destination then confirm to begin moving. Once a character begins moving, they can continuously attack without being counterattacked. However, they'll halt to a stop if ever they collide with an obstacle or an enemy.

Tri-Attack

Resonance Points: Running between the other two characters during a Hero Action will earn one Resonance Point. Any other action will result in a loss of one or more Resonance Points.

By using stored Resonance Points and using up the Hero Gauge, all three characters can perform a group Hero Action that lasts as many rounds as the stored RP (resonance points). When activated, all characters whose Action Gauges are full will begin to attack.

Targeting Body Parts

Some enemies have multiple body parts that can be targeted aside from the main body. When attacking, damage is dealt to whichever body part's HP bar you're facing. Destroying a body part can yield drop items and prevent the enemy from using certain attacks. As with the enemy's main body, reducing the body part's HP to zero will restore one Bezel.

When targeting a body part, you should take note of the line of fire. A blue-green color indicates that the body is in line of fire and will be damaged by your attack. A red color indicator means that the body part is not in line of fire; the main body suffers damage when attacked.

Leader Assault

There will be battles where an enemy group has designated leaders. Defeating leaders can immediately end the combat and is called as Leader Assault. If other enemies still remain, there is a chance that you'll earn item drops from their body parts as well.

Bunkers

There will be battlefields that will feature bunkers. These are fortifications that allow you to fire through. Approach a bunker and an icon will appear, signifying that you can fire through it at enemies on the farther side. Bunkers can block a fixed amount of enemy fire before getting destroyed. Enemies can also utilize these fortifications so be cautious.



Gauge Breaking

When dealing DD (Direct Damage) to an enemy, there is a chance that their HP gauge will break. Reducing a broken HP gauge with DD to the point at which it cracked will restore the Hero Gauge by one bezel.

Bonus Shots

When attacking from the ground, characters have the chance of knocking an enemy into the air based on the weapon used. When using a handgun or machine gun to attack an enemy in the air from the ground during a Hero Action, characters additionally have the chance of getting a Bonus Shot.



Press A to stop the cursor within the yellow portion of the ring to earn a Bonus Shot. If successful, a character's charge speed becomes exponentially quicker, and they can perform multiple charges above their current level until the enemy reaches the ground. Landing a Bonus Shot will yield items from the enemy. The cursor stops automatically after a set time. Pressing B will also cancel a Bonus Shot.

Smackdown

By jumping above an enemy in the air and attacking downward during a Hero Action, you can propel them into the ground, doing extra damage to the main body and all other body parts. A Smackdown attack will also cause the enemy to release any items or bezel they possess.

WALKTHROUGH

Prologue A Star from the Heavens

After the scene, you'll be in control of your character. A story mission will be added to your Mission Memo List. You can play around with the menus if you want, or go back inside your headquarters and examine the chalkboard to save the game. Inside, you can also change your characters' outfits later in the game, view registered enemies through the bestiary, rest in the sofa or save your game.

Examine the bottles in the shelf and agree to take the secret stash to obtain 1000R. Exit the base when ready and head downstairs to the left to the next screen.

Mission: [Star from the Heavens](#)

Reward: 25s, 25000R

Client: [Pater](#), LV3 [Pater's Manor](#)

Continue to the left and you'll be greeted by an NPC. Enter the guild afterwards. Basically, you're a hunter and you'll be doing various jobs to earn money, items and hunter points. Hunter points are like reputation points that proves how accomplished you are as a hunter. Take note that for every 100 hunter points, you'll get a special item from the guild so do your best in completing as much quests as you can. Hunter points are represented by a star in the game but in this guide, I'll use the letter 's' to denote them. Once done, examine the bulletin board to view the available missions.



Mission: Bridge Restoration
Reward: 5s, 2000R, Escape Hex
Client: Familiar Staffer, LV4 Ebel City

Mission: Lex's Knives
Reward: 3s, 500R, Anti-Damage x3
Client: Rose, LV4 Ebel City

Mission: Pest Extermination
Reward: 5s, 700R, Dot Sighn
Client: Allcott, LV4 Ebel City

Once done, exit the guild and talk to the Familiar Staffer standing outside. He will mention Energy Hexes here so take this as a good opportunity to learn about them. He will also give you Perfect Aids (3) after his explanation.

World map is composed of hexes. To enable a hex or a part of a city that is shut down or inaccessible, you need to use an Energy Hex. To do this, press X to enter Energy Hex placing mode, rotate the hex to properly fit the usable hexes and apply it there. Energy hexes can be acquired from defeated enemies. Unlocking hexes can also yield various treasures and items. One example is the outfit (Ares) Wizard that will spawn after unlocking the hexes along the straight path north of Ebel City.



Safe Areas – no/ less enemy encounters

Time – citizen behavior and enemy conditions differ by day and night.

Go down the ramp from the guild and obtain the Glass Shard. Take the path north and examine the glowing thingy under the scooter to obtain Custom Set I. These custom sets are considered valuable since they can be synthesized to Custom Parts that you can customize your guns with. Go to the right to reach Razzle Street. This is where the shop can be found. You can scrap items here for various parts, customize your weapons or buy stuff from the merchant. If you continue to the right side of the road, you'll find Boutique Lily where you can buy stuff to dress up your character. They are not selling anything at this moment. Head to the exit. At night, you can get x3 Scrap Iron from the small signboard near the exit. Exit the world map when ready.



You may want to try a few battles to get you started. Sadly, the game does not offer real-time tutorials with the battle system. You can view the in-game manual by pressing the start button and selecting "Manual". You can select the individual tutorials from there.

If you're able to defeat a few enemies, you should be able to obtain some energy hexes. Press X in the world map and place an energy hex over the inaccessible part in Rainy Bridge. You'll obtain Energy Hex x2 from the chest there. Return back to the city and talk to the Familiar Staffer outside the guild building to complete the quest Bridge Restoration.

The red marker on the map is for the mission Pest Extermination. It's a simple battle but can be dangerous if you're not careful. Upon getting rid of the four targets, you'll get your reward immediately.

As for the other side-mission Lex's Knives, you need to talk to Rose first. She'll be in front of the guild building during the day. Head to the Core Lift and talk to Lex. Hand over the items to complete the mission. You can also obtain a First Aid behind the pillar to the left.

After completing these two, another mission will become available for you. Just head to the guild and read the billboard

Mission: What the Maid Lost

Reward: 3s, 1000R, Clairvoyance x3

Client: Theresa's Maid, LV3 Theresa's Manor

Head to Cafe Chelsey next to proceed with the story. After the scene, enter it again and pickup the Cure-Kit beside a pillar. Save your game if you want, then go to the Core Lift to reach Chandelier.

Upon reaching the upper level, exit to the world map and head to Theresa's Manor first. Talk to the maid to update the quest. Exit to the world map again and lay down energy hexes en route to Cardinal Jean Paulet's manor. Before leaving the manor, search the northwestern corner to find a Multi-Aid. Exit the manor, lay down an energy hex east of Pater's manor and you should be able to locate the *Broken Watch*. Talk to the maid to complete the mission.



As for the main mission, you need to go to Pater's Manor at night as requested by the one that posted the quest. So before that, you can just fight a random battle or just waste the time away moving in the world map. When ready, head to the manor, watch the short scene and you're all done. Head back to the base for now. That's about it for now; you may advance to the next chapter if you want to.

Chapter 1

The Weight of a Life

A new story mission will be added to your Memo List.

Mission: The Garden Party

Reward: ????

Client: Theresa, LV3 Theresa's Manor

You can start by heading to the guild. There should be a couple of missions available:

Mission: Power Station Checkup

Reward: 5s, 1000R, Sonic Chug x5

Client: Familiar Staffer, LV4 Ebel City

Mission: An Act of Kindness

Reward: 3s, 2000R, Metal-coated Rounds x15

Client: Daniel, LV4 Ebel City

Exit the guild and talk to the familiar staffer outside to update your quest details. Daniel is the old man that hangs around the shop in Razzle street during the day. Talk to him to update his quest details. The boutique should be open now so check it out if you want to. Head back to the Base and go to Leanne's Room. You should find Bongo the Clown sitting on a table beside her closet. Bring the doll back to Daniel during the day to complete the mission An Act of Kindness. You can't go to the Power Station yet since there is a red hex blocking the path. In that case, take the Core Lift first and head to Theresa's Manor in LV3. You need to enter the manor at day so talk a stroll in the world map if ever you arrived during the night.

Watch the following scene. After that, the current story mission will be updated. You'll also receive x4 (Red) Energy Hexes. You can now use this to unblock the path to the Hughes Power Station. You'll also receive a Station Hex that will enable you to set up Energy Stations which serves as your temporary camp on the field. You can rest there to restore your party's Hero Gauge, Save Game or dismantle your Energy Station. You have received a new quest as given by Theresa.

Mission: A Battlefield Revisited

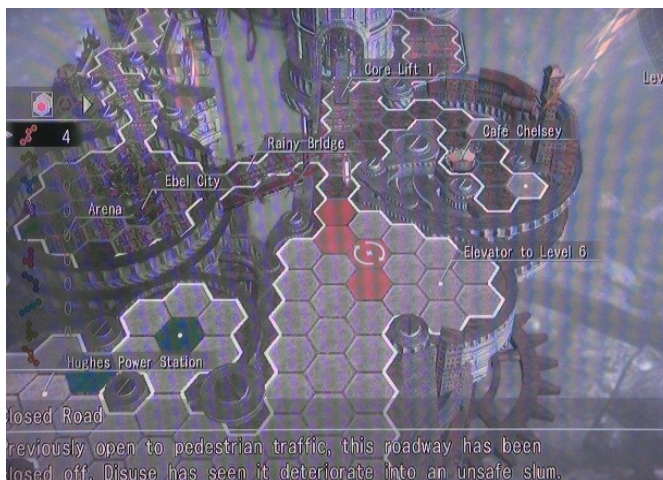
Reward: 25s, 20000R

Client: Theresa, LV3 Theresa's Manor

Take the Core Lift again to LV4, save the game if you want to then use a Red Energy Hex to unlock the path to the Power Station.

- (SYS) Viola
- Molotov Cocktail x5
- First Aid x1
- Cure-Kit x2 (second one requires a different form of white hex)
- Hand Grenade X5
- (Raz) Core – requires a different form of white hex

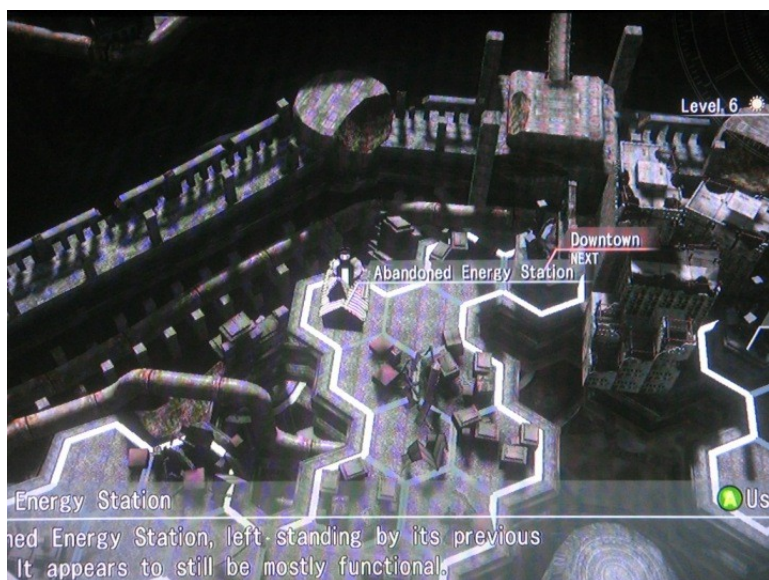
Just unlock the area around the Power Station and you can return to the Base to complete the mission Power Station Checkup by talking to the Familiar Staffer. The Power Station also has an battle against a LV13 machine boss and two scurs. This battle is manageable at your current level as long as you don't rush towards them. You'll need to face these guys later on as part of a mission. You can position your characters while waiting for the dogs to get near. After dealing with the dogs, concentrate in breaking down the machine gun gear's parts since they can be used for synthesizing custom MG parts later on.



Save your game or fight a few battles if you want. Take the newly opened elevator to LV6.

Once there, try laying some white hexes to open up new paths and to obtain new items. You should have a lot of hexes stacked right now, if you spent some time fighting random enemies.

- Bezel Shard x1 (increases your max hero gauge by 1/4)
- First Aid x4
- Cure Kit
- Escape Hex
- Hand Grenade x10
- Molotov Cocktail x10
- Dog Droppings
- Color Lens (L): Gold x1
- Color Lens (R): Gold x1
- (Vis) Pomme x1
- (Soleil) Golem I x1
- (Raz) Vent x1
- (Gilles) Run x1
- Spray-In: Olive x1
- Spray-In: Rose x1
- (!)The Prelate's Medal x1 (keep this; this is required for a mission in Chapter 5)



Upon clearing the path, head to Lucia afterwards. Once inside the town, make your way to the abandoned Energy Station to save your game. You can fight a few battles here if you feel like it. Just remember to take out the ranged Fat Gangsters first since they're more dangerous compared to the melee-type enemies. As much as possible, have your MG deal scratch damage to 2-3 targets at a time so your HG users can penetrate the targets' defenses and finish them quickly. Also, if you need quick Hero Gauge restoration, target the oil gremlins. They die faster and they're melee types.

After saving, enter the downtown. You'll need to go through this "dungeon" and defeat enemies to unlock the next hexes. You can freely walk around the area after a battle so make sure you open any treasure chests you find along the way.

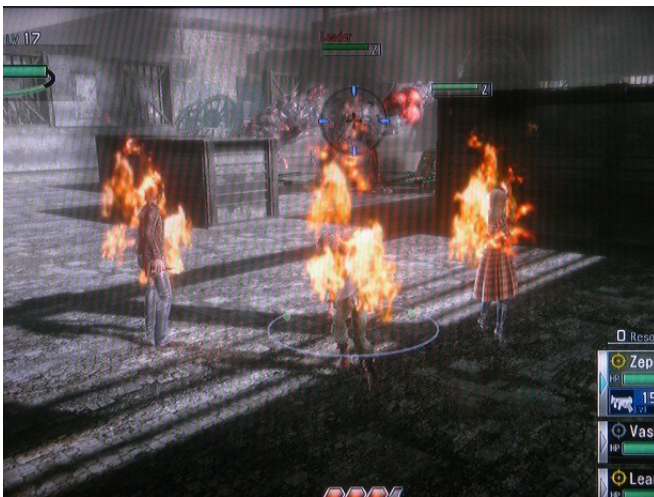
The second area (purple) has a chest containing HG High Barrel so don't forget to grab it. As for the enemies here, just apply what I suggested earlier: have MG run and deal scratch damage to multiple targets to loosen them up before landing the finishing blows with your HGs.

Third area (yellow)- Concentrate on taking down the Drum Carrier and you may cause it to explode prematurely.

Fourth area (blue) – Chests have Escape Hex and Energy Hex x6 (red). Be careful of the Fat Gangsters on top of the platform. Carefully move your characters to the ramp. If the drum carrier is near enough, spend some Hero Gauge concentrating fire on it. MG is not effective against the dwellers since it will only scratch their other parts. Just kill them quickly to replenish the much needed hero gauge, then guide your MG to the platform, and have him scratch at least two of them. Follow up with your HG's and kill them immediately.

There is a boss on the next area, so if you want, you can just leave, save your game and come back again. Otherwise, proceed.

Fifth Area (red) **Boss: Tar Man**



Start the battle by equipping Metal-coated rounds. (If you completed An Act of Kindness quest, you should have this already) The boss deals area damage and causes immolation so make sure not to group your characters too close to each other. You can also use the barricades as protection. Use a hero action to have your MG user dash-jump towards the boss and do deal some scratching. Follow this up with another hero action – jump from your HG user to break some of the boss' armors. There is also a drum carrier here that you can kill to replenish your hero gauge. Just don't hesitate to use some first aid whenever needed. Once the boss has been stripped off its armor, immediately change your MG's ammo to Hollow Point rounds then repeat the process.

Continue to the next area (green). Watch the scene and the story mission will be completed. Once in control of your character again, scour the fields for some items (Fetid Crystal, Multi-Aid R-S x1) then leave the area. Some of the enemies here will spawn; its up to you if you want to engage them or if you want to leave them alone. Exit the area and rest at the energy station outside. Don't forget to save your game as well. Make your way back to the base.

Ebel City

Once you're back to the base, head to the shop and scrap some of the junk you collected. You'll know what's good for scrapping by just reading the item description. Just try get the best parts for your guns for now. If you have some spare scrap irons, you can just craft Compact Scope Betas for 3000R then sell them for 4100R. This is just in case you need some extra cash.

If you haven't done so yet, try leveling up your MG by swapping weapons in between your characters. Like mentioned in the tutorial section, your character's overall level is the sum of the weapon levels he/she has. Levels also affect how much HP your characters have, as well as their total weigh capacity so it will be a great idea to grind and level your characters' MG level to 3 at least. The best grinding area for now would be Lucia, near the abandoned energy station. If you haven't yet, get Auto-Trigger accessories for each of your characters. Head back to the base and advance to the next chapter if you want to.

Chapter 2 Blackout

After the scene, a new story mission will be added to your Memo List:

Mission: Blackout

Reward: 25s

Client: N/A

Exit the base and you'll the tutorial about the terminals. The old man will also give you energy hexes (blue) x4 and Metal-Coated Rounds x50. Next, head to the guild and view some available quests:

Mission: A Father Attacked

Reward: 5s, 1500R, Compact Scope alpha

Client: Familiar Staffer, LV4 Ebel City

Mission: Salvage Hunt

Reward: 5s, 3000R, HG Magazine +2

Client: Izzy, LV4 Ebel City

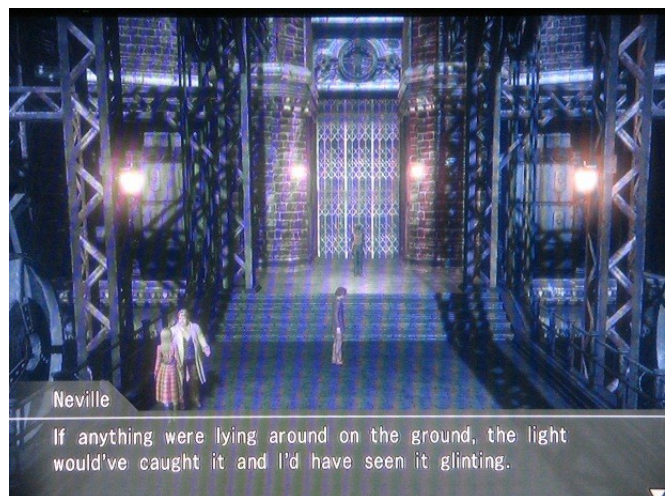
Mission: Lost in the Darkness

Reward: 5s, 1000R, Barrier Padding

Client: Charles, LV4 Ebel City

Head outside to talk to the Familiar Staffer and Izzy, then go to Razzle Street and talk to Charles. You can check the shop if you want, to scrap some items and sell some loot. The Tinkerer should now be able to craft Hollow-Point Rounds and Metal-Coated Rounds for you. Save your game again if you want, then exit the city.

Start off by going to Core Lift 1 and talking to the fat guy there named Neville. Head to Cafe Chelsey, go left and you should find a shining object on top of the chairs. Check it out to obtain Dingy Notebook. Report back to Charles in Ebel city to complete the mission Lost in the Darkness and obtain your reward, including a great accessory Barrier Padding.



Next, head to the red marker in the map. Chances are it is still locked so use another white hex to unlock it. You'll need to defeat LV18 Papa Gremlin and two LV3 Minions. I suggest concentrating your fire to the main target first, then kill the lesser gremlins to recover your Hero Gauge. Deal scratch damage to it first before charging in with your HG's to deal damage. This boss hits fairly hard so make sure to spread out your characters so you can avoid getting damaged that much. Report to the Familiar Staffer in Cheyenne to get your reward after the battle.



You can use one of the blue-green diagonal hexes to unlock the terminal near the Hughes Power Station. You should be able to obtain (Luzino) Silver. The effect of the blue hexes increases the item drop rate by 1.5. You can lay down another blue-green hex and cover the power station so you can enjoy the effects of it once inside.

There will be barricades leading to the Power Station. Touching them will bring you to a battle. You can clear them out if you want. Once clear, head to the power station and enter.

You can immediately complete this mission first by leaving the place after getting the part, then return again to defeat the Machinegun Gear and collect the required number of Machinegun MS's. Deliver them to Izzy to compete his request.

Now its time to tackle the main dungeon. Have some escape hexes and other recovery items. You can also upgrade your guns if you still haven't done it yet. Enter the Hughes Power Station and fight your way inside like what you did before in Lucia.

This area is full of barricades, bunkers and explosive barrels. Utilize these things and you'll have an advantage over every battle. As for the enemies here, deal scratch damage against enemies with external armor or parts like Machinegun Gears or Dwellers. Pistol Dwellers and Stray Curs are cannon fodders here and should be killed immediately by HG shots.



Also, you are not obligated to clear all enemies per hex to continue. As long as none of the paths are blocked, you can just dash towards the exit to leave the area. One effective way of rushing through a stage is by having an HG user jump-attack a "soft" target like a cur or gremlin and

attempt to land somewhere near the exit is.

2nd area (red) – Energy Hex (white) x6

3rd area (red) – Molotov Cocktail x10

Upon reaching the intersection, clear the hexes on the right side of the dungeon. This will eventually lead to two dead-end hexes that contains multiple items.

blue green corner – MG High Barrel, Multi-Aid, Energy Hex x3

yellow corner – First Aid x3, Energy Hex (white) x3; detonate the barrels to set off a chain reaction that will instantly kill anything caught in the explosion.

After defeating them, you may want to use an Escape Hex to warp out to the World Map and save your game first. Return to the power station and fight your way through the left side of the dungeon for now. You'll need to defeat the boss in the last room to clear this dungeon.

Boss: **Tesla Tortoise**

The key in winning this battle is your MG user. The scratch damage is necessary for thinning the boss' armor. Have one of your HG users equip metal-coated rounds and make sure he/she attacks immediately after the MG user deals scratch damage to the boss. Also, at the start of the battle, move one of your HG users so he/she will be targeted instead. The boss's attack can electrocute its target, severely reducing its charge time. This will allow your MG user to freely attack and deal damage as intended. Use the bunkers to your advantage; they can absorb a fixed amount of damage before being destroyed.



Sample run: HG #1 runs to the bunker to the left, he gets targeted and gets electrocuted. Next, I plot the line for my MG user to run and hero action-jump behind the bunker to the right, while dealing scratch damage. Next, HG # 2 equips metal-coated rounds, and plots a line for a hero action – jump towards the left bunker. Both of them ends their charge safely behind the bunkers. From here on, MG user safely uses ordinary yet charged attacks to deal SD from behind the bunker and the other two HG users either throws grenades or showers the target with metal-coated rounds.

After the scene, you can just use an Escape Hex. Otherwise, you'll need to fight/ run on your way out. Return to your base.

At this point, your hunter rank should be past 100. Examine your mailbox to receive your gift: HG High Barrel and First Aid x5. You can do some more grinding if you want; otherwise, proceed to the next chapter. You can try the Arena if you wish since some of the best items can only be traded there.

Chapter 3 A Flower

You'll receive red and blue energy hexes as the new chapter starts. A new story mission will be added to your Memo. Pater will be outside your base so talk to him and he'll run away. Head to the guild again and start taking new jobs.

Mission: For Art Enthusiasts Only

Reward: ????

Client: Garigliano, LV3 Garigliano's Manor

Mission: Rebel Supression

Reward: 6s, 1000R, Hollow-Point Rounds+ (x15)

Client: The Cardinals

Mission: A Father Missing

Reward: 5s, 4000R, Compact Scope Beta

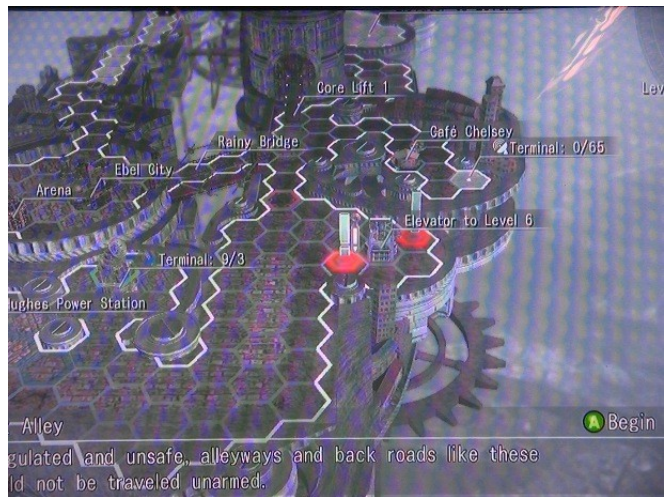
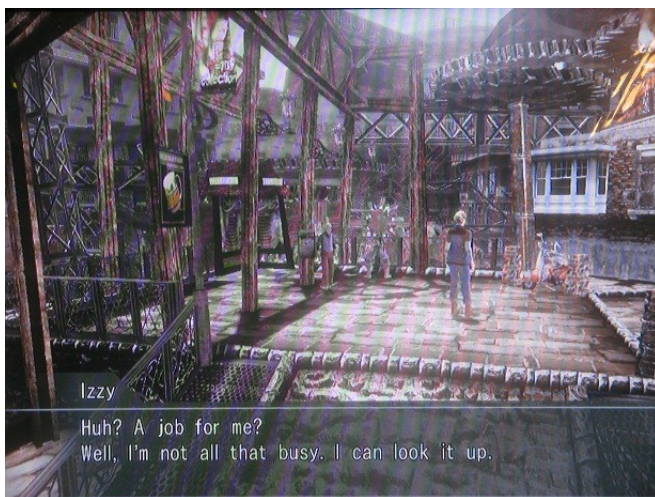
Client: Familiar Staffer, LV4 Ebel City

Mission: The Effort to Stand

Reward: 8s, 4000R, Foregrip

Client: Burnell, LV4 Ebel City

Conveniently, the NPC for the latter mission is just standing inside the guild. Talk to him, exit the guild and run up the ramp. Talk to Izzy and hand over the card you just received. The mission will be completed by then. Head back to the guild and talk to the Familiar Staffer to update the mission A Father Missing. Exit the city.



Head to Cafe Chelsey and talk to Alcott. Bring the news to the Familiar Staffer back in the city to complete the quest. Now exit to the world map again and engage the rebels marked in the map around LV6 elevator. These are pretty simple enemies so don't expect too much resistance fighting them. Clear both markers to complete the quest.

When ready, go to Core Lift 1 and use it. Exit to the World Map and lay down some hexes to open the path to Garigliano's Manor.

- Energy Hex (white) x6
- Multi-Aid

- First Aid x5
- Cure Kit x2
- Hand Grenade x10
- Electro Grenade x5
- Molotov Cocktail x5
- Color Lens (L): Green
- Color Lens (R): Green
- (Lily) Fleur
- (Lily) Songe
- (Soleil) Zebra

Enter the manor when ready. After the scene, the story mission will be updated and the guard will give you two new types of hexes. Take the Core Lift down and save your game.

Mission: The Search for Beauty

Reward: 30s, 30000R

Client: Garigliano, LV3 Garigliano's Manor

Head to where the yellow hexes are located, and start laying down some hexes.

(!) Bezel Shard

First Aid x7

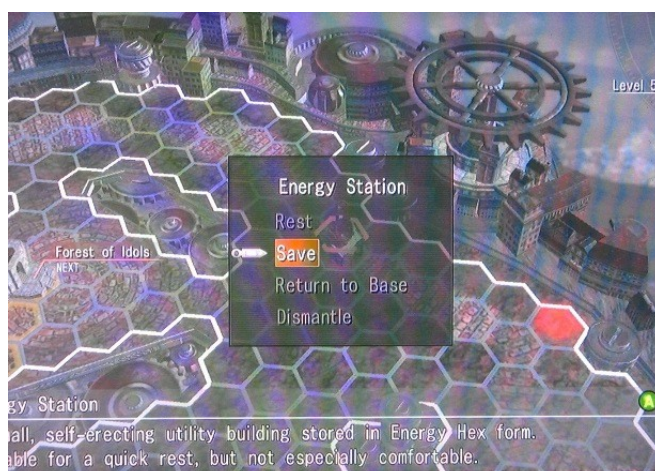
Hand Grenade

Color Lens (R): Amber

Color Lens (L): Amber

After clearing the hexes, take the elevator to LV5. You need to do the same thing here; just clear your way. Be careful of those hexes that are marked red. They are hard but optional battle encounters so I don't really suggest engaging them unless you're decently leveled or your guns are powered up. One of the optional battle here is against a LV44 beast. However, if you managed to win, you'll be rewarded with a Bezel Shard that will increase your Hero Gauge, as well as tons of exp. Here are the items you can gather by clearing all the hexes in this area.

- Multi-raid
- First Aid S x1
- Cure Kit x1
- First Aid x3
- Anti-Heat
- Anti-damage x1
- Sonic Chug x3
- Escape Hex x2
- Hand Grenade x10
- Electro Grenade x5
- Molotov Cocktail x20
- Freezer Grenade x5
- Toxic Grenade x5
- Maid Cap: Innocent
- Color Lens (R): Green
- Color Lens (L): Green
- (Ran-Jin) Wood
- (Vis) Platy
- (Raz) Emerald
- (Lily) Ange x1



Clearing all hexes in the area will enable any Energy Station erected in the floor to teleport you to the base instantly. When ready, enter the Forest of Idols. Once inside, save in the Abandoned Energy Station, then enter the Bronze Forest.

The enemies here can be quite difficult if you're at the same level as well. You can instantly kill Bomberfaces by scratching their shields (hero-jump necessary) then following up with DD (Direct Damage). Same thing applies for Ms. Vulcans. Be careful also with Mr. Chainsaws; their melee attack has a wide range and can damage all characters in front of it. You can check out the other locations for some free items.

You can fight your way through or just bypass the enemies on the first area, then clear the second. If you wish to obtain the items on the platforms, just finish all the enemies then use your hero-jumps to reach the platform. This won't consume your Hero Gauge when used out of battle.

Plaster Forest

Energy Hex (yellow x3)

Molotov Cocktail x20

Open Air Studio

Escape Hex (no enemies)

The Bronze Forest is a straightforward dungeon. You can bypass enemies if you want or you can just clear them all. There will be a boss in the hex before the last one. Also, make good use of the barrels scattered around the area; this will make your battles a lot easier. Make your way to the boss.

Boss: Caligula

Concentrate in taking out the boss and reserve the minions for quick hero-gauge refills. If you can use Tri-Attack, the better. Equip metal-coated rounds to your MG. It is also weak to fire so you can use Molotovs here to deal massive damage to the boss. You should have a lot of stock if you acquired the x20 Molotovs from the Plaster Forest (see above). A tri-attack is the surest and fastest way to win against this boss. Try to position your characters in a triangle while following the attack pattern: MG → Molotov → HG. Just remember to jump while the tri-attack is taking place, this to ensure that your characters won't bump to the minions or obstacles and keep the flow steady.

After the battle, watch the scene and you'll obtain the Female Mannequin. You can fight your way out if you want or just use an Escape Hex. Enter the Forest of Idols again then proceed to the Open Air Studio to progress with the story. The mission will be completed after the scene.

You'll obtain a free Station Hex and you should be able to use B-type clothing for your characters. That should do it for this chapter. Do whatever you want then advance to the next chapter when you're ready.

Chapter 4 This Tiny World

Mission: The Invitation

Reward: ????

Client: Jean Paulet

Like before, head to the guild to add some new missions for you.

Mission: Rebel Supression 2

Reward: 10s, 1000R, Incendiary Rounds x20

Client: The Cardinals

Mission: The Broken Sewing Machine

Reward: 8s, 2000R, Bolt Padding

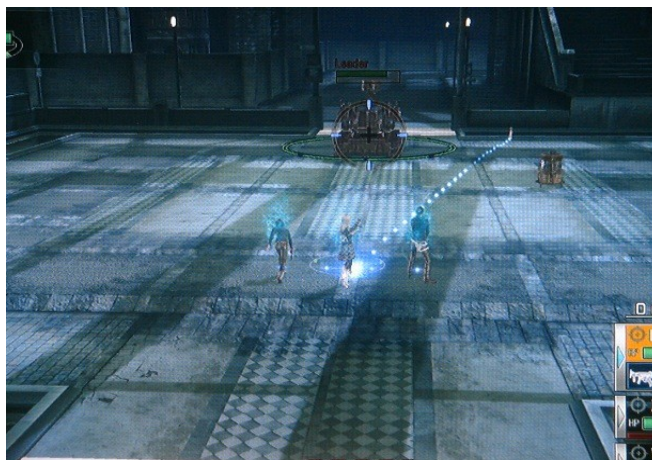
Client: Miranda, LV4 Ebel City

Mission: All-natural Meat

Reward: 5s, 3000R, HG Magazine +4

Client: Lex LV2 Barbarella's Manor

Go to the Boutique to find Miranda and talk to her to update the quest The Broken Sewing Machine. Save the game then exit to the world map. Make way to the power station and you should spot 3 red marked hexes. The quest battle is in the middle while the other two on the sides are optional battles. Leave them or engage them – your choice.



When fighting the Battle Plough, make sure to use equip your metal-coated rounds, build at least 2 resonance and perform tri-attacks. In case of emergencies, the Electro Grenades you have will be very helpful in this battle. Be careful when you use them though; you'll get electrocuted if you're caught in the blast. There is also a canister here that can explode and electrocute any nearby characters or the boss. Use this to your advantage as well. After the battle, return to Miranda to complete the quest. Save your game if you want, then proceed to LV2 by taking the Core Lift then using the elevator there going to LV2.

You can free up some hexes here. The items you'll be able to get are the following:

- Energy Hex x12

- Multi-Aid x4
- First Aid
- First Aid S
- Cure Kit-R
- Anti-Heat
- Anti-Ice
- Sonic Chug
- Escape Hex x3
- Hand Grenade + x5
- Molotov Cocktail + x5
- Molotov Cocktail ++ x5
- Tonic Grenade + x5
- Eletro Grenade+ x5
- Color Lines (L): Purple
- Color Lines (R): Purple
- (Soleil) Beads
- (Vis) Leanne
- Spray-In: Olive
- Spray-In: Rose

You don't probably have a yellow green hex so you won't be able to unlock the hexes leading to the elevator to LV1. Head to the manor and talk to the chef, near the entrance/exit to update the quest All-Natural Meat. You can also take the other LV1 elevator near the manor. You can get the following items if you managed to clear all the white hexes in the area. We can call this the "Basilica" section of LV1.

- (!) Bezel Shard (near the elevator)
- Energy Hex 12
- Toxic Rounds+ x5
- Anti-Damage x2
- Cure Kit-R
- First Aid
- First Aid EX
- Multi-Aid R-EX
- Hand Grenade++ x5
- Electro Grenade+ x5
- Freezer Grenade+ x5
- Spray-in: Black
- (LaFleur) Snow
- Cat-Kit: White
- Maid Cap: Intoxicating



Once done getting all the loot, go down to LV2 then use the other elevator leading to LV1 (east of Elevator 3, near Terminal: Deep Freeze). If ever you'll get low on white energy hexes, farm more of them by defeating various enemies. The Arena is a good source of them.

- Anti-All
- Anti-Bolt
- Anti- Toxin
- Energy Hex x10
- MC Incendiary Rounds+ x5
- Molotov Cocktail++ x5
- Electro Grenade+ x5
- Freezer Grenade++ x5

- Toxic Grenade+ x5
- (Soleil) Apple
- Color Lends (L): Gold
- Color Lends (R): Gold

After collecting the loot, head back to LV4 and fight your way to LV5. (Forest of Idols)

There is an optional (inescapable) battle between the two terminals southeast of the Forest of Idols. Its a LV29 boss called Rocketfoot with two LV16 Shady Thugs. This boss has the CHANCE to drop Quality Meat. However the best drop this boss has is a Bezel Shard which adds a small chunk to your Hero Gauge. When fighting this boss, you'll need to concentrate on the boss only and ignore the Shady Thugs since they'll hardly leave their positions. Start by equipping your MG user with Metal-Coated rounds since we need this to strip the boss' armor. Next, try to position your characters into a triangle formation and make sure you do it by using hero-jumps so you can store at least 2 resonances. During the 3rd character's turn, perform a tri-attack which should be enough to put the boss in the middle of your attack triangle. Use charged shots, especially on the MG to deal massive scratch damage. The boss' body is really soft so after stripping its armor, you may switch to Hollow-point rounds to kill it.

You may clear the blockade around the Forest of Idols by defeating the enemies. These dwellest enemies are known to drop Quality Meat so make sure to use a lot of smackdowns and air juggles. One of them should be able to drop a Quality Meat. If you're rather unlucky and the 3 dwellest groups didn't drop a quality meat at all, you can find more Dwellest enemies in the Hughes Power Station so you can just farm them there until you get what you need. It will also help if you set same-colored hexes to activate the nearby terminal's effect (Item Drop Rate x 1.5). You don't need to run around the dungeon; enemies here are respawned randomly so just enter/exit a hex with a dwellest on it.

After collecting a Quality Meat, make your way back to LV2 to hand over and complete the quest. Don't forget to equip the new HG Magazine +4 as well. Next, head to LV6 for the next mission.



In LV6, there are multiple encounters, including the red hexes marked with exclamation points. Clearing these are required for the mission while the other red hexes are just optional battles. You can set up a red energy station here to be sure. Don't worry; you should have a lot of red energy hexes in stock; trade 5 of them to the NPC inside the city guild to get an energy station of the same color.

One of the optional battles here is against a LV48 Dolled-up Dwellest which is accompanied by 2 LV12 ordinary dwellest. Like the major boss battles before, you'll need to rely on tri-attacks to replenish your Hero Gauge and to deal massive damage.

Getting rid of the ordinary dwellests are also necessary for keeping your damage to a minimum and restore your hero gauge. Its heavily armored so use metal-coated rounds on your MG and grenades to take out their shields. This boss will drop a Bridal Doll which you can give to Ebel's shopkeeper during the day to get some neat rewards. You need to do this for every doll you find. The other optional battle is only against 5 blobs so it should be easy.

As for the Rebel Supression 2 mission, you just need to take out the thugs on each marked hexes.

These guys hit hard and they seem to be pretty accurate even from a distance. Concentrate on one target at a time, and use your tri-attacks as necessary. Don't forget to heal yourself as well as needed. After clearing the last marked hex, the mission will be complete. You can head back to city to resupply or dump some junk to sell. When ready, go back to the Forest of Idols in LV5 to start your story mission.

If you haven't done yet, you may want to have the terminals here activated. The most number of colored hexes you have right now would be red hexes. For starters, you should place hexes of the same color to meet the required number of hexes to activate the terminals. You don't need to overlap them; as long as the hexes are connected, they'll be counted individually. Remember that you must have at least placed an energy station of the same color before you can freely place same-colored hexes in the area. If you have placed a red energy station earlier (which you probably had), start placing red hexes, including the terminals. If ever you ran short of red hexes, you can just farm them from the Fat Gangsters/ MG inside Lucia's downtown. The terminals in level 5 doubles the following: Item Drop Rate, Rare Item Drop Rate and Charge Speed.



Enter the Forest of Idols and enter the Open Air Studio. Your main objective here is to prevent as much damage as possible to the idol. Other than that, this is just another generic dungeon. The idol will move automatically as you take action so use all tricks in your sleeve to kill the enemies fast. Barrels, grenades, charge shots and hero-jumps. Continue until you reach the last hex in the dungeon.

Boss: Return of Caligula

This boss is weak against fire. You should have a large stock of molotovs, as well as some incendiary rounds. Equip them then focus on the boss. Don't worry about dying since the boss will focus on the idol itself. This battle should be easy unless the idol is nearly destroyed. Having at least half of the idol's HP at this point should be safe enough. Also, consider the boss' massive size. Plan your jumps well to avoid getting knocked out of mid-air and interrupting your hero actions.

Watch the scene; this story mission will be completed afterwards. Use an escape hex if you want or grind if you still feel like it. Return to the base when ready.

Check out the new items sent to you by the guild for reaching 200 hunter points. You'll obtain MG Magazine +6 and Cure Kit x3. Equip this new magazine to your weapon immediately. Return to base, watch some scenes and proceed to the next chapter when you're all done.

Chapter 5 Flux

You'll get 3 red and violet energy hexes at the start of the chapter. Next head to the guild to get some new missions. You should have the following:

Mission: Barbarella's Crisis

Reward: ??????????

Client: Barbarella, LV2 Barbarella's Manor

Mission: Igniting Creativity

Reward: 10s, 5000R, Ice-Resistant Vest

Client: Garigliano, LV3 Garigliano's Manor

Mission: More Merchandise

Reward: 8s, 3000R, Shooting Star

Client: Miranda, LV4 Ebel City

Mission: The Prelate's Medal

Reward: 10s, 10000R, Perfect Aid

Client: Theresa, LV3 Theresa's Manor

This chapter will be a bit challenging unless you've grinded in the previous chapters and around LV20+ now. If you're already familiar with the scrapping, selling non-synthesis junks and exploiting the Compact Scope BETA trick, you should have enough cash to buy yourself a new handgun(SG-B226). Make sure to get all the best parts you can create at this point and save up your cash. You're gonna need them later on.

If you need to grind to level up or gather materials, hexes and other junks, there are two places you go: the Arena which is a short walk away from your base or the world map battles in the Forest of Idols. If you also managed to activate all 3 terminals in the level (like I suggested in the previous chapter) then you'll have more chances of scoring better and plentier item drops. Also, keep all the Fabric Scraps, Glass Shards and Gasoline you'll acquire; these are main components for creating Molotov Cocktails from the tinkerer. Being able to mass produce them from now on will make it easier for you to level up your character's Thrown Weapons skill.

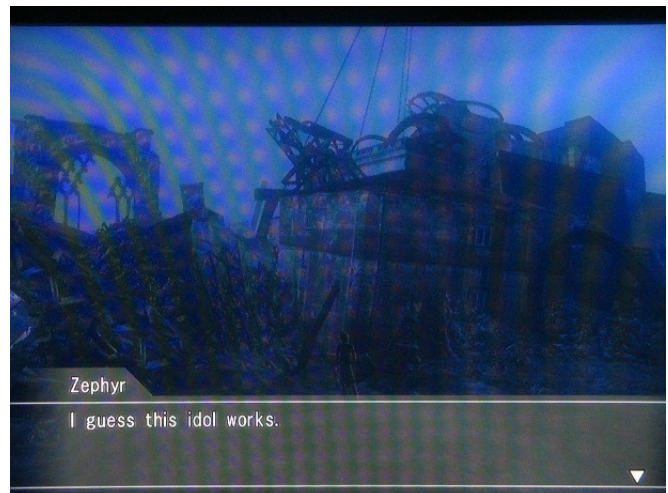
All the quests will require you to talk to the clients first to activate them. Start by talking to Miranda in Ebel City's Boutique. You'll need to deliver 5 sets (total of 20 each) of the following mannequin parts: head, torso, arms and legs. Of course, you'll know that the best place to farm them: the Forest of Idols. You should have a few of them in your inventory, unless you're careless enough to sell them all before. If you did, then it will just take you more time to farm enough. In the brighter side, you'll have the chance to earn more hexes and items that you can scrap. The place is to fight OUTSIDE the individual dungeons inside the Forest of Idols. This is the part where you can access the Abandoned Energy Station and the other dungeons. The encounters here are leader based; you just need to take out the leader to quickly end the battle and enjoy the loot you'll collect. You can collect all the parts outside, except for the legs. You can find the mobs that drop them inside the Open Air Studio.

There is also an optional battle in LV5, against a LV19 hooded gangster and two LV24 Rocketfoots. If your level is decent enough, then you shouldn't have any problems dealing with these guys. Also, the Rocketfoots drop a lot of high-quality, scrap-able junks so stripping them of their armor by breaking them off is a good strategy.

Once done, return to Miranda to complete the mission. Next, you should have the Prelate's Medal item which you can acquire early in the game. It can be acquired from one of the hexes in Lucia.

Head to Theresa's Manor and deliver the medal to complete the quest easily.

After completing Theresa's quest, head over to Garigliano's and talk to him. Accept the camera from him then head to the first idol location. Go to Jean Paulet's Manor first. Examine one of the statues there to capture a photo of it. The next two idols are located below so while we're here, proceed to LV2 and head to Barbarella's Manor to proceed with the story mission. After the amusing scene, you'll get three green energy hexes, pass for Core Lift 2 and 25 molotovs. Make your way down to LV6 and go to Lucia. Head to the last hex pass the boss area and examine the half-buried idol there. Now, exit Lucia and take Core Lift 2.



This is a new area so you'll need clear the hexes. Like what mentioned by the NPCs, the enemies here are weak to fire so having a good stock of molotovs will be a great help in winning most of the battles here. First, clear the hexes in the Cranktown side of the level.

- Anti-Ice x4
- Anti-Bolt
- Cure Kit-R
- Toxic Grenade+ x5
- Electro Grenade+ x5
- Incendiary Rounds x10
- Hollow-Point Rounds x5
- (Night) Driver
- (LaFleur) Tree
- (Ares) Valkyrie
- (Raz) Smoothie
- (Raz) Sylphid
- (Vis) Orient I
- (Lily) Marshmallow
- Color Lens (L): Purple
- Color Lens (R): Purple

For the meantime, make your way to Cranktown and check out some new items available for you, including some really mean custom parts. As much as possible, do whatever it takes to fully upgrade your weapons; this will help you deal with your future encounters a lot better. Check out the guild as well to add two more quests:

Mission: Motive Undeclared

Reward: 10s, 3500R, Freezer Grenade x10

Client: Ellis, LV4 Cafe Chelsey

Mission: The Sign
Reward: 8s, 4000R
Client: Traveling Merchant, Forsaken

When done upgrading, head to the Crank Seminary and examine the idol in the middle to take the last photo.



Go back to LV6 and enter Forsaken. Talk to the Traveling Merchant there to update the quest. There will be four marked hexes here yet only one has the sign. Enter combat on the marked hex nearest to the core lift. The boss is a LV55 Sign Carrier. Have your HG's detonate the Drum Carriers to make them explode and deal massive damage to the boss before finally ganging up on it. You can hand over the billboard to the merchant to complete her quest or take out the other marked hexes for some easy kills and loot.

Continue to LV4 then go all the way up to LV3 to deliver the photos to Garigliano and complete his quest. The vest he'll give will be very useful in the upcoming story mission boss. Make your way back to Cranktown and check out the guild as well for another quest.

Mission: A Small Errand
Reward: 8s, 1500R, Escape Hex x5
Client: Postman, LV4 Core Lift 1

This is a rather easy quest so you can do this later before you advance to the next chapter. You can have the tinkerer create two more Ice-Resistant Vests for you, as long you have the materials. The other material that will be hard to come by for crafting them would be lumber. Bring your items to the scrapper and check which one can be scrapped to produce lumber. Make preparations, then set out to the Silver Canyon.

As usual, you need to clear some hexes here to open a path to the canyon. If possible, try to activate the terminal Front Burner that doubles flame-based damage – very helpful in this level. Here are the following items you'll obtain for clearing the whole floor:

- Anti-Ice
- Escape Hex
- First Aid S
- Cure Kit-R
- Hollow-point Rounds x5
- Molotov Cocktail+ x5
- Dog Droppings x1

- (Soleil) Blood
- Cat-Kit: Tiger

If you manage to clear all the hexes in this level, the "Return to Base" option will be enabled to any energy station you will erect/ have erected. There is also an optional battle here against 3 LV19 Hooded Gangsters. This battle isn't that hard; just focus on one target and use tri-attacks whenever possible since these guys have a high-scratch damage regeneration rate. Winning this battle will reward you with a Bezel Shard. Your hero gauge should be 5.5 by now. When ready, enter the Silver Canyon. Again, don't forget to equip Ice-Resistant Vests to your characters to prevent the enemies from freezing them.

First clear the South Bridge first, then go to the west since you can't enter the east bridge yet. The energy station where you can rest and save. There are also enemies here called Walkers; they're LV31 beasts and can be easily defeated by stripping its armor with charged SD then using charged DD. Expect to level up here rather quickly so make sure to grind for a bit, especially if your level is practically low at this point. The best place to grind will be the area outside Refrigia where you have access to the energy station. The battles here have LV39 Walkers as leaders so you'll just need to defeat them to end the encounters quickly. What's even better is that these walkers drop Junk Package E1s that can be scrapped for several items and Quality Meat that can be sold for 2000R a piece.

Ignore the Chemist's Closet for now. Your Objective is in Refrigia. You just need to defeat the first wave of enemies and you'll immediately fight the boss on the next hex.

Boss: Yeti

Equip your incendiary rounds and prepare your molotovs. If you managed to equip all your characters with Ice-Resistant Vests and activate the terminal that doubles fire damage, then this battle should be pretty easy. Use charged MG shots to deal massive scratch damage before finally landing your molotovs and HG shots. If you're also able to pull off a tri-attack, then it should be enough to kill the boss in one run.

Zephyr will leave the party so use an escape hex to go back to the world map. Head to Le Chit-Chat Noir next to complete the quest. Return to the base for now to proceed with the story. Don't proceed with the chapter yet since we still have at least two more quests to do. Zephyr should be back in the party now; don't forget to re-equip him. You can also switch out your Ice Resistant Vests with whatever accessories you want.

Go to Core Lift 1 and talk to the postman. You need to deliver a letter to the Basilica. If you are following this walkthrough, then you should have cleared the hexes of that place already. Otherwise, take the elevator near Barbarella's Manor in LV2, clear the hexes and enter the Basilica. Talk to Bennett to deliver the letter and complete the quest.

Finally, head back to Cranktown fit your guns with new parts if you still haven't done so. Take the elevator to LV8 this time. You can get the following items by clearing all hexes in the area:

- Bezel Shard (behind the terminal near the elevator. This should increase your Hero Gauge to 6)
- Anti-Bolt
- Multi-Aid R-S
- Anti-Toxin
- Escape Hex
- Sonic Chug x3
- MC Toxic Rounds x10

- Multi-Coated Rounds x5
- Hollow-Point Rounds+ x5
- MC Sub-Zero Rounds x5
- Toxic Grenade x5
- Smash Grenade x10
- Dog Droppings x2
- Jean Paulet's Godhand
- (Lily) Pinky
- (Ares) Guardia
- (Night) Marble
- (SYS) Masterpiece
- (Soleil) Shine
- Color Lens: (L): Green
- Color Lens: (R): Green

After getting the items that you can collect, take the elevator to LV9 and make a path to the Dakota Vein and unlock it by placing a green hex. You don't need to enter the dungeon; you just need to make a path leading to it and unlock it. Here are some of the items you can find in this level:

- Incendiary Rounds+ x5
- Dog Droppings x3
- Freezer Grenade+ x10
- Molotov Cocktail++ x5
- Cat-Kit: Tri-Color
- (Vis) Orient II
- (Ares) Scholar
- (Vis) Blanc
- (Ran-Jin) Boss
- (Ran-Jin) Campus
- (Ares) Fruit
- (Ares) Sureshot
- (Spray-In) Silver
- First Aid EX x5
- Percussive Rounds x5
- (Ran-Jin) Boss mk.II
- HP Electrified Rounds+ x15

Dakota Vein is an optional dungeon where you'll get a really great machinegun. If you're able to deal with the enemies in the world map, then you'll have a good chance of tackling this place. Each hex in this dungeon is opened already so you don't need to defeat all enemies in order to unlock the next hex. There are 3 LV50 bosses here, though they're really manageable if you know the trick.



You can get Escape Hex x5 from the red hex near the starting point. The other dead-end hexes doesn't contain anything so just make your way to the last hex.

Strategy vs Sledgehammer (LV50):

Use Metal-Coated Rounds and charged MG shots. It recovers SD rather fast. Its melee attack is really damaging; keep distance using hero-jumps. Otherwise, use normal charged shots. It also has a ranged attack but it doesn't use it that often so it shouldn't be causing you any trouble. Use your hero actions sparingly. Its okay to use normal charged attacks; your MG's scratch damage will be of great help here.

Last Hex (green) has two Sledgehammers. You must use the same strategy; be careful when using hero actions and use charged attacks as much as possible. You'll obtain a new machine gun: PDW-XN.V2 from the chest behind the bosses. Customize this new MG as you please.

Head back to LV4 and talk to the guy in Cafe Chelsey to complete the quest. Your hunter score should be around 300 now so expect some new gifts from the guild. Proceed with any activities you want then move to the next chapter.



As an additional note, Leanne will be out of the party for the first part of the chapter. This will make things a bit difficult, unless Zephyr and Vashyron are pretty buffed out and if their weapons are fully customized. If possible, try to increase Vashyron's level so he'll have more weight capacity. This will enable him to dual-wield sub or fully customized weapons. Remember that you should dual-wield only same weapon types; doing so otherwise will just make one weapon active at a time. You can grind in the arena or in the Silver Canyon. If you're past LV30 at this point already, then you should be able to tackle Dakota Vein. Try to get the PDW-XN.V2 machinegun there since it is much better for you to dual-wield MG's than HG's.

Chapter 6 Malady

At the start of the chapter, change into Zephyr's type-B clothes. Leanne won't be joining the party at this moment so there's gonna be just the two of you. If you managed to obtain the PDW-XN.V2 and dual-wield it on Vashyron, then things will be a bit manageable; however, I would strongly recommend to obtain it from the previous chapter and grind while Leanne is still in your party. Otherwise, equip the best parts to your only MG. Just as a reference, I started this chapter at LV43-44. This chapter is where you can exploit the "infinite money" trick that should help you a lot, especially if you're not the type that grinds a lot. Also, the silver coin battles in the arena will be available by now. You may want to try the battles there later on.

This chapter's story mission will be added to your memo.

Mission: Cold Medicine

Reward: 25s

Client: N/A

Before leaving the base, check out Leanne's room for a Hairband: Bee Eff Eff under her bed. Head to the guild for the following missions to be added to you as well.

Mission: The Fashion Check
Reward: 8s, 15000R, MG Drum Magazine
Client: Garigliano, LV3 Garigliano's Manor

Mission: The Courage to Walk
Reward: 8s, 7000R, Expandable Handguard
Client: Burnell, LV4 Ebel City

Mission: Rebel Supression 3
Reward: 12s, 8000R, Hollow-point ++ x20
Client: The Cardinals

Talk to Burnell inside the guild. Next, take the Core Lift 1 to LV2. Go Garigliano's Manor and talk to him twice (while wearing Zephyr's type-B clothes) to complete the mission. Head back to Ebel city and go back to the guild for a new mission. (It is unlocked after completing "The Fashion Check").

Note: The MG Drum Magazine you'll get from Garigliano can be scrapped for a Rare Metal Shard, one of the main components for creating the Long Scope in Cranktown; this is a scope that uses 3 scope slots and gives a +75 charge boost. It will be a great part to put on your MG and will definitely help you in the battles to come.

Note: As another additional note, you can farm Rare Metal Shards from Golden Mimics and Jackpot Dwellers. These enemies sometimes spawns in "Closed Road" hexes and the best spot to find them often would be around the Hughes Power Plant in LV4.



Their drop rate isn't that high (hence, the rarity of the item) but you can increase your chances of obtaining one by equipping a Lucky Charm accessory and/or activating a terminal that increases item drop rate. If you have a lot of hexes in stock, try to connect the hexes in LV5/ near Forest of Idols.

Mission: Fashion is Art!
Reward: 8s, 2000R, Cold Padding
Client: Miranda, LV4 Ebel City

Talk to her twice and hand over the magazine you got from Garigliano to complete the quest. Next, you need to head to Cranktown in LV7. Go to Solam Street and talk to the guy in a lab coat. Hand over the Business Card you got from Burnell to complete the quest. Go inside the guild and check out the bulletin board for a new quest.

Note: There is an optional battle near elevator LV5 that has two LV54 Missile Gears which will reward you with a Bezel Shard and some scrapped missiles. This battle is a lot easier with dual-wield (and fully customized) MG's and being high-level of course. It will be a lot faster if you equip metal-coated rounds.

Mission: Freight Request

Reward: 10s, 5000R, Hand Grenade+ x20

Client: Darrel, LV7 Cranktown

Go to Widlar Street next and talk to the man in white hood by the bridge. You need to deliver his parcel to a guy named Bobby in Ebel city. Exit the town and go to LV8 for now. If you have cleared the hexes in this level, then you should have Waterless Bridge unlocked. The Traveling Merchant should be here. She's the trick to make infinite money in this game. Remember that you should have completed the mission "The Sign" from the previous chapter.



Infinite Money Trick

Her inventory should carry Scrap Irons and Glass Shards to name a few. Spend all your money to buy the same amount of those two materials. Head back to Ebel city's tinkerer and make as much Compact Scope Betas as you can. Remember to leave some money to create them; each Compact Scope Beta is worth 3000R so don't spend all your money buying the materials only. Repeat the process if you need more money. If you managed to clear all the hexes in the level, then any energy station you erect here will have the option to return you to base instantly. This feature will make it easier for you to do this trick.

Make sure to make as much as money as you while she's still here; she won't be available in the later chapters.

Bring the Dubious Cargo to Bobby in Razzle Street to complete the quest. Head back to LV7; its time to do the harder stuff. Having a higher level makes everything a lot easier since you have more HP and you can carry more weight. You should have grinded in the previous chapter while Leanne was still in the group.

In any case, the marked hexes outside Cranktown are those needed for the quest Rebel Suppression. You'll be facing airborne targets and there's no way you can't damage their HP without destroying their shields first. The problem is that these guys deal a high amount of damage so bringing in a First Aid kit instead of a magazine will be a good idea. If you still haven't acquired the second MG from Dakota Vein, then have your MG user equip Metal Coated rounds to deal with the airborne targets. Plan your jumps well so you won't bump into them and waste a turn. Use First Aid kits or Multi-Aids as necessary. You should have a lot of them if you did the infinite money trick a while ago. You can clear any nearby gangsters or you can just go for a leader assault if you're confident enough. After clearing the last marked hex, the mission will be complete.

Time to go for the story mission finally. Prepare as much hollow point+ and metal-coated+ rounds. Since you'll be entering the canyon again, equip your characters with Ice Resistant vests again. You can trade out your Auto-Trigger to Cold Padding or added protection, as long as you keep an eye with your remaining turn/ charge time so your attacks won't get wasted.

Once inside the Silver Canyon, you can just run from the enemies and head to the exit already. Your next destination will be the Chemist's Closet. Remember to save as necessary. You'll want to end this battle as quickly as possible so take your grenades and magazines. If one of you guys are dual wielding, then prioritize bringing the magazine.

Boss: Canon Colossus

This boss is really easy to break down especially if you have fully customized dual-MGs. Equip your metal-coated rounds and concentrate on taking out its shield. After the front shield is gone, you can freely use hero-jumps to deal SD and DD with your MG and HG. If you need to replenish your hero gauge, kill the low level thugs; they'll just respawn anyway.

After killing the boss, return to your base to proceed with the story. Leanne will be back in the party now. Re-equip her gear and weapon and do what you want to do before proceeding to the next chapter. If you want, you can start grinding in the Arena now.

Note: When grinding in the Arena, keep an eye to your Copper Coin count; you can only have 999 of these at a time. Fortunately, you can trade 100 of them for 1 Silver Coin. Depending on your rank, you can fight up to rank 23 (20-23 are silver coin battles).

Chapter 7 The Star Vein

You'll obtain 4 yellow and red-violet energy hexes at the start of the chapter, as well as the Core Lift Pass 3. A story mission will be added:

Mission: [Hunt of Gelsey](#)

Reward: 30s, 50000R

Client: Sullivan

Head to the guild to start some new missions:

Mission: [The Hope to Advance](#)

Reward: 8s, 10000R, Adapter Handguard

Client: Burnell, LV4 Ebel City

Mission: [The Town of Hope](#)

Reward: 10s, 5000R, Toxicity Shield

Client: Pater, LV3 Pater's Manor

Mission: [Emergency Call-up!](#)

Reward: 10s, 5000R, Molotov Cocktail+ x20

Client: [Traveling Merchant](#), LV8 Waterless Bridge

Talk to Burnell to activate the quest The Hope to Advance. Next, take the Core Lift 1 and go to Pater's Manor. Talk to him to activate his quest. You need to activate a terminal effect in Patertopolis in LV6 to complete this quest.

As tempting as it may seem to unlock the two terminals near Patertopolis, you probably won't have the dark purple hexes needed to activate the main terminals near Patertopolis at the moment. There are two possible mobs that drop them: the LV19-23 Hooded Gangsters which you can encounter in LV10's world map (they drop it rarely) and the LV64 Missile Gears inside the main map of LV10 Etsia (they drop this often).



In case you managed to get the dark purple hexes and unlocked the terminals, it will be a great idea to extend their effect up to LV4, connect it with the terminal in Hughes power plant (Item Drop Rate x1.5 and requires only 3 hexes) and to the arena so you can reap better exp and item drops when grinding there.

Take the shape of colored hexes you'll lay to connect the hexes; the Rainy Bridge may prove to be an obstacle for those colored hexes that doesn't have straight parts. Also, you won't be able to activate the Effect Amp terminal (Doubles the effects of other terminals) in LV6 since it simply requires a lot of hexes. You can however, activate the Terminal: Experience (Experience gained x1.5) near Patertopolis and connect it to the Hughes Power plant terminal for a total of 73 hexes only.

In case you're short on any hexes and can't connect the terminals mentioned above, just unlock the Terminal: Stealth near Forsaken and lay down hexes until it reaches Patertopolis. Report to Pater in his manor to complete the quest, then just take Core Lift 2 to reach LV7.

There is an optional battle near Cranktown against x5 LV28 Heavy Tigers. Don't underestimate them; their machine guns deal direct damage and can easily take your characters out if you're not careful. Just concentrate on one target at a time and use First Aid/ Multi Aid whenever needed. Defeating this guys will reward you with a Bezel Shard.

Get inside Cranktown and head west to the hotel. Talk to William who is standing near the exit and hand over the lens to complete the quest The Hope to Advance. Go inside the guild and examine the board to get a new mission:

In case you're short on any hexes and can't connect the terminals mentioned above, just unlock the Terminal: Stealth near Forsaken and lay down hexes until it reaches Patertopolis. Report to Pater in his manor to complete the quest, then just take Core Lift 2 to reach LV7.

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Get inside Cranktown and head west to the hotel. Talk to William who is standing near the exit and hand over the lens to complete the quest The Hope to Advance. Go inside the guild and examine the board to get a new mission:

Mission: A Seductive Proposal

Reward: 8s, 2000R, MC Electrified Rounds x25

Client: Juliet, LV7 Core Lift 2

She'll need an HG Magazine x4 so make sure to visit the tinkerer to create one while you're still in town. Leave town and head to Core Lift 2. Talk to Juliet and hand over the magazine to complete the quest. Return again to Cranktown and read the guild bulletin board for another mission:

Mission: The Mystery Beauty

Reward: 5s, 1500R, First Aid EX

Client: Postman, LV4 Core Lift 1

Now head back to LV4, talk to the Postman in Core Lift 1. If you want some free cash (even if you're already a millionaire for exploiting the infinite money trick), head to Cafe Chelsey at night, scare away the gremlins, and pickup the money they'll drop. Make your way back to LV7 and take the elevator to LV8.

Enter the Waterless Bridge and talk to the woman walking around to complete the quest The Mystery Beauty. Talk to the Wandering Merchant to activate her quest. Unfortunately, you won't be able to buy anything from her until her mission is completed. There are also two optional fights at this level. One of them is against a LV46 Dolled-Up Dog with 3 LV21 Hot Dogs. This is a leader-assault type battle so concentrate on taking out the boss to win easily. You'll obtain the *Witchy Bazooka* after this battle. The other fight will be against a LV41 Dolled-Up Gremlin and its 3 LV19 Torch Gremlins. You'll obtain a *Bound Doll* after this battle.

Once done, take the elevator down to LV9, free up all the remaining hexes if you haven't done yet (so you can teleport to your base using any erected energy stations here) then take the Core Lift 3 to reach LV10. As usual, you need to lay down some hexes here to create a path to Albona or just simply clear all the hexes here (while connecting colored ones to activate the terminals) to get all the items listed below and to fully activate the level, enabling you to conveniently teleport back to your main base in LV4 by using any energy station you set up here.

(!) Bezel Shard (behind the terminal: Aim near the elevator)

- Energy Hex x5
- Escape Hex x2
- Perfect Aid x2
- Cure-Kit R
- Multi-Aid R-EX
- Multi-Aid R-S
- Anti-Toxin x2
- Toxic Rounds+ x5
- Electrified Rounds+ x5
- MC Electrified Rounds x5
- MC Toxic Rounds+ x5
- HP Incendiary Rounds+ x5
- HP Sub-Zero Rounds+ x5
- Smash Grenade x5
- Molotov Cocktail EX x5
- Electro Grenade+ x5
- Dog Droppings x2
- Hand Grenade++ x5
- (Ares) Scissorbelt
- (Ares) Flight
- (Ares) Cream
- (Gilles) BMG
- (Soleil) Vino
- (Soleil) Touch
- (Vis) Face

- (Lily) Bloom
- (Lily) Ducky
- Cat-Kit: Leopard
- Spray-In: Olive
- Spray-In: Silver

Note: There is an optional battle here against a LV67 Missile Plough. Due to its large size, it will be very difficult to execute tri-attacks and hero jumps from its starting location. You must place all your characters in the open area left of your starting position. Make them hug the wall to avoid the homing missiles from the boss. Once the boss is in the ramp (it got stuck there when I was fighting it) make a hero jump with your MG and try to fire a fully charged shot to the boss. If you're lucky, your Full Scratch Rate skill may trigger and fully scratch the boss' HP. In any case, using Metal-Coated rounds or any of the hybrid MC rounds with your HG will help in dealing DD. Scrapped Arm TK2 and Perfect Aid will be your rewards for this battle.

When ready, enter the town of Albona. From the entrance, examine the glowing items to obtain Witchy Wallace and a Gold Blob to the far right. There are also 5 Filthy Pouches in front of the hotel. Obtain a Dud Round from the glowing object along the alley to the right. Head to the next screen to reach the other part of the town.

Talk to the shop owner to complete the mission Emergency Call-up. She also sells a new HG so make sure to get that as an upgrade for your oldest HG. The tinkerer offers some new upgrades for your guns. Since money is not a problem anymore, spend some time getting the best parts you can make at this moment and fitting them all to your guns. Some parts can't be made at the moment since you don't have the required materials yet. There is a Multi-Aid R-EX by the running engine behind the soup lady. That's all for now; we're ready to proceed with the story mission and other stuff in this area.

If you want to do some grinding, Etsia (the other area, not inside the block dungeons) will be a great place to spend some time in. The enemies here are pretty much high leveled and you can safely escape the battles if ever you're having problems dealing with them. If ever your level is too low to put up a decent fight against the enemies here, just proceed to LV11. There are two elevators leading to two separate areas in LV11 so make sure to select the one north of Albona.

On LV11, your main objective is to reach the mine. You can clear all the hexes here to get the following items:

- Energy Hex x10
- Anti-Toxin
- Anti-Damage
- Multi-Aid R-EX (Inside the Tower of the Righteous)
- First Aid EX x2
- Escape Hex
- Smash Grenade x5
- HP Electrified Rounds+ x5
- HP Toxic Rounds+ x5
- Dog Droppings
- Freezer Grenade++ x5
- Molotov Cocktail+ x5
- Molotov Cocktail++ x5
- (Night) Jude
- (Soleil) Wink
- (Ran-Jin) Shuteye
- (Ares) Air

You can also go down to LV12 using the elevator in this section to collect the following items:

LV12

- (!) Locked Trunk
- (!) Bezel Shard (behind Gran Idee' Mines)
- Energy Hex x3
- (LaFleur) Chic
- Percussive Rounds x5
- Metal-Coated Rounds EX x5
- MC Toxic Rounds x5
- Hand Grenade EX x5

When ready enter the next dungeon for the story mission.

The Highway Hunters in this dungeon drops most of the parts needed for the high quality upgrades back in Albona. I suggest farming them, then saving outside (by erecting an energy station of any color). You can reset these enemies by going in and out the hex they're in. You can collect the following items by visiting all hexes, especially the isolated ones. This is just another generic dungeon so you know the drill already.

- Electro Grenade+ x10
- Adapter Foregrip
- MC Electrified Rounds+ x30
- Escape Hex



Boss: Gelsey

This boss should be very easy at your current level. Don't mind his henchmen; just hit him with a full-charged MG shot, then followed by Hollow-point round-equipped HG shots. Use tri-attacks if that's not enough to bring him down. You'll obtain another Bezel Shard after this battle.

After the scene, the main story mission will be completed. You may head to Albona and check what parts you can start crafting. If you want, you can also clear the other part of LV11 (take the other elevator) for the following items:

- (!) Bezel Shard (Beside Terminal: Recovery Down)
- Perfect Aid
- HP Incendiary Rounds+ x5
- Armor-Piercing Rounds x5
- (Raz) Clay
- (Luvino) Cherry
- (Viz) Rosso

Color Lens (R): Gold
 Color Lens (L): Gold
 Spray-In: Silver

If you still have enough hexes, you can clear the other side of LV12 for the following items:

<ul style="list-style-type: none"> • (!) Bezel Shard x7 • Anti-Bolt x2 • Anti-Ice x2 • Anti-Heat x2 • Anti-Damage x2 • Anti-All x8 • Sonic Chug x2 • Cure Kit-R x2 • First Aid EX x2 • Multi-Aid R-EX x3 • Energy Hex x15 • Dog Droppings x5 • Hand Grenade++ x5 • Toxic Grenade x5 • Toxic Grenade EX x15 • Freezer Grenade EX x5 • Freezer Grenade++ x5 • Electro Grenade++ x10 • Electro Grenade EX x5 • Molotov Cocktail EX x5 	<ul style="list-style-type: none"> • HP Toxic Rounds+ x5 • HP Electrified Rounds+ x10 • HP Sub-zero Rounds+ x15 • Hollow-Point Rounds EX x5 • Hollow-Point Rounds++ x5 • MC Incendiary Rounds+ x5 • Electrified Rounds+ x5 • Toxic Rounds+ x5 • Metal-Coated Rounds EX x10 • (Soleil) Erlo • (Soleil) Ink • (Raz) Tapestry • (Raz) Veronique • (Raz) Aqua • (Lily) Franc • (Night) Two-Tone • The Gauntlets • Color Lens (L): Purple • Color Lens (R): Purple • Spray-In: Rose
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As you can see from the list above, you'll get a whopping 7 Bezel Shards, equivalent to 1 and $\frac{3}{4}$ addition to your hero gauge. Not to mention the tons of high-grade grenades, recovery items, outfits and ammo rounds. Clearing all hexes on both sections of LV11 will enable you to instantly teleport to your base by erecting an energy station of any color. Finish your business here then report back to your base to proceed to the next chapter. Take note that Leanne will be unavailable in the next chapter so if you want to grind, do it before moving to the next chapter.

Chapter 8 The First Date

There will be the two of you again. Head to the guild to accept new missions again.

Mission: Cleaned Out by Creativity
 Reward: 8s, 4000R, Elemental Protector
 Client: Miranda, LV4 Ebel City

Mission: A Water Beast Gone Dry
 Reward: 10s, 4000R, Toxic Grenade+ x20
 Client: Juliet, LV7 Core Lift 2

Mission: Different Values
 Reward: 8s, 3000R, Telephoto Lens
 Client: Bennett, LV1 Basilica

Talk to Kacy, the girl inside the guild to obtain Buddy Bear. Go to Razzle Street and hand over the bear to Daniel during the day to obtain a Lucky Charm. Ebel City's Tinkerer will also have the ability to make the new parts available in Albona. Go to the boutique next and talk to Miranda to activate her mission. She'll need 80 Fabric Scraps, which you should have a lot in your inventory. If not, you can just buy them from the Wandering Merchant. Go to the Basilica in LV1 and talk to Bennett to activate his mission. Now head to LV6 and go to Patertopolis for the story mission.

In LV6, there will be a blockade that you'll need to clear first. You don't need to clear all of them; you just need to break through and continue to the next dungeon. Make sure to have your HG user equip the First Aid kit.

As soon as you enter, you'll be plotted to fight against a handful of LV20 guards. This shouldn't be a problem for you, especially if you're already LV40+ at this point. Since you can't use tri-attacks, you need to fight wisely here. Use the barricades. If you're going to make a hero jump, make sure your character lands behind a cover. When fighting the mechanical enemies here, try to break off their parts so you can have more synthesis materials. Also, be careful of the poison gremlins. These little buggers can deal considerable and continuous damage if ever you get poisoned by them.

- Perfect Aid x2
- Cure Kit-R x10
- Escape Hex

Boss: Tri-Stamp

Like the similar type of enemies you've faced before, you need to release full-charged shots with your MG, then quickly follow it up with an HG. This battle should be pretty easy, especially if you are dual-wielding fully customized MG's (which you should already have). Just ignore the gremlins and concentrate on attacking the boss. You don't need to worry about stacking resonances so you can freely move your characters to gain distance and maximize their jumps. You can also use hero jumps to evade the boss' projectile attacks.



You'll be rewarded with another Bezel Shard afterwards. Your Hero Gauge should be 8 by now (if you're following this guide of course)

Watch the scenes and the mission will be completed. You'll be out in the world map again and Leanne will be back to your party. Re-equip her with her previous weapons. Head back to Ebel City for now to receive your last available mission for this chapter.

[Mission: Top Secret](#)

[Reward: 5s, 500R, Multi-Aid R-EX](#)

[Client: Sammy, LV4 Core Lift](#)

Head to Core Lift 1 and talk to Sammy. Now make your way to Core Lift 2 and hand over the letter to Kate to complete this quest. Continue down to LV7 and talk to Juliet to activate her quest. Take the elevator down to LV8.

There will be 3 marked hexes surrounding the Waterless Bridge, an optional battle near the Terminal: Invisibility and of course, the Freud Remnants. If you haven't done so yet, try activating the Megaluck terminal and connect it to the Freud Remnants for maximum effect.

The enemies for those marked hexes are LV55 Grass Yetis and x2 LV52 Safety Dwellest. These guys can inflict poison with their attacks but as long as you concentrate on the leader, you shouldn't have any major problems defeating them. After killing the last Grass Yeti, the mission will be complete.



The optional battle in this level is against x3 LV73 Mad Goliaths, each with 4000 HP. Their attacks have a high probability of inflicting poison to your characters, not to mention that those projectiles themselves deal splash damage. Equip your characters with Toxicity Shield(s) or Germ-Resistant Vests. Their large build will limit your space and disabling your ability to effectively use your hero jumps and tri-attack. To make matters worst, they are protected by several layers of extremely thick armor so you probably won't win this battle at your current level. Ignore them for now.

LV9 Optional: vs x3 LV52 Safety Dwellest. This rewards a Perfect Aid and some other items. The Arena will now allow battles up to rank 35 (silver) so if you need some serious grinding, you can just head there and start earning some coins.

That's all for this chapter; grind if you want then enter your base to proceed with the story.

Chapter 9 The Sacred Sign

As usual, head to the guild first to get some new missions.

Mission: Lady in Red
Reward: 10s, 2000R, Hawkeye
Client: Miranda, LV4 Ebel City

Mission: Authentic Cuisine
Reward: 8s, 3000R, Mighty Suit
Client: Lex, LV2 Barbarella's Manor

Mission: A Letter to my Girl
Reward: 5s, 5000R, Toxic Rounds+ x20
Client: David, LV10 Albona

Talk to Miranda in the boutique to activate her quest. The Arena will now allow battles up to rank 40 (silver) so if you need some serious grinding, you can just head there and start earning some coins. Otherwise, go to LV2 and enter Barbarella's Manor. Talk to Lex to activate his quest. Next, head to Antourion's Manor to update your story mission.

Mission: Search for the Sacred Sign
Reward: 30s, 35000R
Client: Antourion, LV2 Antourion's Manor

Go back to Ebel City and talk to Rose to complete the mission Authentic Cuisine. Enter the guild again and get a follow up mission from the bulletin board.

Mission: Serious Advice
Reward: 8s, 5000R, MG Magazine +12
Client: Rose, LV4 Ebel City

Talk to Rose again to activate her mission. Your hunter rank should be around 500 at this point so head back to base and get Metal-Coated Rounds EX x30 and First Aid S x5 from your mailbox. Head to LV2 and talk to Lex to complete the quest.

You need to head down to LV6 for the next story mission. There is an optional battle here against LV52 Screw-Top and x2 LV57 Sprocket Juggernauts. This should be a pretty easy fight; concentrate on the leader, use full-charged MG shots then use tri-attacks. You'll be rewarded with a Bezel Shard and some other good synthesis items.

Enter Lucia, then to downtown. You'll need to fight your way through here against a new load of enemies. Along the way, you'll find LV60 Tar Armors and LV42 Scew-Tops. You have faced similar enemy types before so you can just apply the same strategies you used to defeat them. The latter is also a good source of the synthesis material Scrapped Hammer S2. Take the new exit in the second to the last hex to reach the other side of Lucia that was inaccessible before. Save using the abandoned energy station there and enter the Parkway.

You don't need to explore the dungeon anymore since you'll be immediately thrown in a boss fight as soon as you enter.

Boss: Jalopy Golem

This boss has two LV62 Full Metal Gears as escorts. As much as possible do not start your first turn by using hero actions. Try to get near, use normal attacks then use your hero jumps. Due to the boss' large size, try to plot your character's jump paths safely to avoid bumping to it. Ignore the other two minions and concentrate on the boss. Somehow the armors on its sides are really easy to destroy. Just use full-charge shots with your MG then use quick-charge shots with your HG to deal direct damage.



Once you strip the boss' armor, a full, point-blank MG charge shot should take a large chunk of its main HP and secure your victory.

After the battle, you'll obtain yet another Bezel Shard and your rewards for completing the story mission. Once in control, walk back to the previous area and collect an Escape Hex and x2 Multi-Aid R-EX from both sides. While here, try to kill the Wrecking Baller enemies until they drop Luxury Meat. This is needed for a quest in your next destination. Next, head down to Cranktown next for your other missions.

Mission: Feel Better Kitty Dog!

Reward: 3s, 500R

Client: Sarah, LV10 Albona

The quest above requires a Luxury Meat dropped by the Wrecking Balls back in Lucia. If you don't have it in your inventory, you need to keep killing those enemies until they drop it. Having a Lucky Charm accessory and connecting the terminal from LV4 that boosts item drop rate will help a lot.

Next, talk to Darrel in the shop-side of town to update the mission Lady in Red. Return to Ebel



City and deliver the shipment to Miranda to complete the mission. Go to Albona next. Talk to David, the guy walking around in the shop-side of the settlement to activate his quest. Go to the other part of the town and talk to the kid Sarah walking around. Exit the town and deliver the letter to Joanne, the girl Core Lift 3's LV9 entrance. Finish all the stuff you need to do, then proceed to the next chapter.

LV11 optional battle vs: x2 LV57 Sprocket Juggernaut and LV77 Fullmetal Gear. (Reward: Perfect Aid)

Chapter 10 The Seminary

Head to the guild to obtain new quests:

Mission: Rebel Suppression 4

Reward: 10s, 10000R, Hand Grenade++ x20

Client: The Cardinals

Mission: A Job Too Big

Reward: 10s, 7500R, MC Sub-Zero Rounds+ x25

Client: David, LV10 Albona

Mission: Chicken Gruel for the Soul

Reward: 8s, 10000R, Perfect Aid

Client: Barbarella, LV2 Barbarella's Manor

Zephyr will be temporarily out of the party so you need to complete the story mission to have him back. To start off, head to Barbarella's Manor and talk to her to activate her quest. Head back to LV4 then make your way to LV7. Enter the seminary for the story mission. It will be completed after the scene. Head back to the base for more story related scenes. Of course, you must not proceed to the next chapter since you still have a lot of quests to do. Zephyr will be back in the party afterwards. Don't forget to re-equip him as well.

There is an optional battle in LV5 against a LV73 Tar Armor, a LV38 Mask Rider and x2 LV30 Mask Riders. You'll get a Bezel Shard for winning this battle. When ready, head to LV6 for the next mission. You need to defeat all enemies within the marked hexes for the mission Rebel Suppression. Each hex has at least 8-10 enemies, almost half of them are LV16s while the others are LV38's. This mission will be a bit difficult, especially if your characters' levels are not that high enough. In any case, use hero actions against the low levels, build up resonance and pull off tri-attacks when you have at least 2 resonances.

It is important that you use hero-jump attacks against the chunky gangsters so you can deal SD to their main HP bar. Their front and back shields are very sturdy so don't waste your time attempting to break through.

Once done, continue to LV7 and go to the Silver Canyon. You need to get the medicine in Chemist's Closet. Don't worry, there won't be any bosses waiting for you; just fight your way through the hexes on each bridge then open the golden chest in the last hex of the Closet. Next, head to Cranktown to obtain a new mission.

Mission: Pater's Message

Reward: 5s, 2500R, (Victory) Pater

Client: Pater's Maid, LV3 Pater's Manor

There is also an optional battle outside town against x3 LV37 Mask Raider MGs and a few dwellers. This battle should be easy so you'll only get a Perfect Aid afterwards. Go to LV7 and find another set of marked hexes there. Each marked hex has the Piledriver Giant your client is looking for. You need to defeat all four of them to complete the quest. The LV90 Piledriver Giant has x2 LV36 Frag Dwellest with it. If your level is already high enough, then you shouldn't worry about the damage from the dwellests. The giant's armor is really thick but its vulnerable to hero-jumps. The boss is also vulnerable to knockbacks so its better to use short bursts of MG fire to send it flying then use charged MG shots during the bonus shot.



Next, go back to LV4 and make your way back to the Pater's Manor in LV3. Talk to the maid to activate it. Take the elevator to LV2 and head to Barbarella's Manor. Deliver her the Medicine Chest to complete her mission.

Go back to the guild in Ebel city to unlock yet another mission:

Mission: The Secret Medicine

Reward: 8s, 5000R, First Aid EX x3

Client: Stanley LV7 Cranktown

Now head to LV6 and enter Patertopolis. The mission item is inside a gold chest located in the last hex of the dungeon. There will be no boss fights here. However, you should look out for the LV73 Mad Goliaths. Its up to you if you'll find them or just run to the next hex. Leave the area after getting the mission item and proceed to Cranktown.



Talk to Stanley to activate his quest. Then, go down to LV8 to find marked hexes there. The correct one that you should engage will be the hex in the middle.

You can just concentrate on breaking through the Matango Walker's armor and using charged-MG shots. The most effective way for ending this battle quickly is to divide your dual MGs to two characters, one of them have a Magazine and the other has the Grenade Box. Equip an MC (metal-coated) round then use charged-MG shots to deal massive SD to the target. You'll get the mission item after defeating the walker. Report back to Stanley to complete his quest.

Finally, report back to Pater's Maid in LV2 to complete the mission she gave you. The Arena will now feature gold coin battles at rank 41 onwards. Also before you go to the next chapter, save your game first before proceeding. Make sure you also equip the best MG and HG to Zephyr, as well as the best damage reducing accessories you have. When you're done, proceed to the next chapter.

Note: If you're following this guide, you hunter rank should be 600 by now. You'll obtain a Flameproof Suit and Multi-Aid R-S x3 as gifts from the guild.

Chapter 11

A Place to Lay Emotion Down

Zephyr will be alone for now. Make your preparations and head to the Rainy Bridge to start the next event battle.

Boss: Lagerfeld

For this battle, you need to deal both SD and DD. Lagerfeld tends to vanish and reappear again, dealing massive damage. When that happens, try to quickly move out of your current position; if you're fast enough to react, then you should be able to avoid the massive damage it deals. Now, DO NOT USE single shots. This will make him use his quick-step often. Use charged shots always, unless if its a follow up after SD or a finishing blow from your HG.



If you're lucky enough, the MG stuns and HG gauge breaks will stun this guy and stop him on his tracks. Use this chance to deal as much SD/ DD as possible. Also, the boss is vulnerable whenever he summons his blades. Use this opening to use your charged shots.

After the battle, you'll obtain another Bezel Shard. Re-equip your characters and head to the guild to accept new missions.

Mission: The Roadblock

Reward: 10s, 5000R, HP Electrified Rounds+ x25

Client: David, LV10 Albona

Mission: A Dyeing Request

Reward: 10s, 4000R, Heat Protector

Client: Miranda, LV4 Ebel City

Mission: A Beast on the Loose

Reward: 5s, 2500R, High-Mount Elite

Client: Pater's Maid, LV3 Pater's Manor

Go to the boutique and talk to Miranda to update her mission. Leave the city and go to Pater's Manor in LV3. Talk to the maid to activate her quest then make your way to the Basilica in LV1. Report back to the maid to complete her quest. Next, head to the guild in Cranktown in LV7 to get a new mission:

Mission: Making Amends

Reward: 8s, 10000R, Molotov Cocktail++ x20

Client: Barnard, LV1 Basilica

The quest above is automatically active so no need to talk to the client. There is an optional battle outside town vs a LV49 Blob Clown and x5 Hell Slots LV30. Hell Slots deal heavy scratch damage; the best and quickest way to kill the leader is to knock it up in the air and trigger a bonus shot. This battle will reward you with a Bezel Shard.

Next, go to LV8 and enter the Freud Remnants. Head to the Ruins Site East and fight through the last hex to find the LV100 Vibrant Tar Man. Like the other Tar Mans you have faced before, you need to break down their protective carapaces first before you can deal damage to their main body. These parts can be easily destroyed by charged dual-wield MG shots. Make sure to destroy all parts to receive a Scrapped Eater TAR2 item, which is necessary for a quest later on. You'll obtain the Iristone after defeating the boss.



Save your game, then proceed to LV9. You should find a marked hex before the entrance to Dakota Vein. Equip some anti-fire gear. If you have a lot of ice-based ammo and grenades, that will help a lot in this battle against the LV89 Flare Yeti. Defeating this boss will automatically complete the quest The Roadblock.

Proceed deeper to LV11 where you can find the marked hexes around the Tower of Righteousness, as well as optional battles near Mine 24 and on the way to Elevator L12. The first one is against a LV54 Dolled-up walker, which drops another doll (Lucky Doll) that you can give to Daniel in Ebel City. This battle is pretty easy so you don't need any special tactics. The second optional battle in this floor is against a LV65 Puppeteer. They fight like the normal enemies you've faced in the Forest of Idols so your normal attack patterns will do. Just be careful of the Puppeteers attacks; it deals massive SD that it can endanger your character to Critical Condition. This enemy drops Milky Snow once defeated.

The marked hexes contain x2 LV73 Tri-Stamps. You have already faced the same type of enemies before so just apply your basic strategy for defeating them. The mission completes after defeating them all. Finally report back to Miranda to complete the last quest for this chapter.

Note: Before advancing to the next level, take note that Vashyron will be alone in the next chapter. You need to complete the story mission first before Leanne and Zephyr rejoins. Grind the best you can to ensure he is properly leveled. Also, keep a separate save file to be safe.

Chapter 12 The Wedding

Head to the guild to accept some new quests.

Mission: Going Gangbusters

Reward: 12s, 15000R, Hollow-Point Rounds EX x30

Client: The Cardinals

Mission: Christmas Cheer

Reward: 10s, 5000R, Expander Grip

Client: Theresa, LV3 Theresa's Manor

Mission: Not Available as Trash

Reward: 8s, 15000R, Electro Grenade++ x20

Client: Slash, LV10 Albona

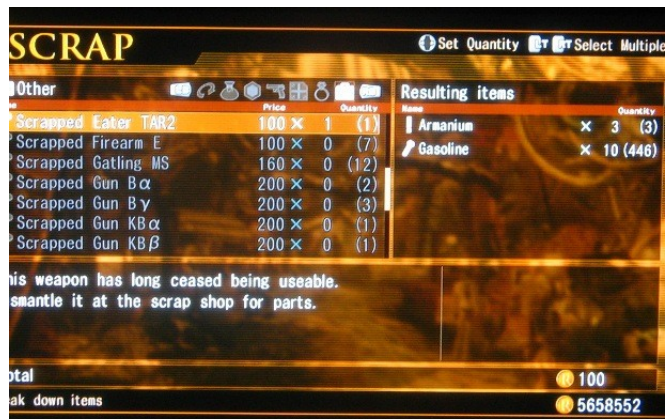
Head to the shop and purchase the new MG there. Make sure to upgrade it with the best parts you have at the moment. Next, go to Theresa's Manor in LV3 and talk to her to update her mission. Return to Ebel City and talk to Izzy. He'll request for a Scrapped Hammer SH1, 10 pieces of Scrap Iron and Scrap Bronze. The other two can be easily scrapped or acquired; as for the Scrapped Hammer, you should have gotten one during your excursion in the Dakota Vein. If not, head there, keep fighting those large hammer monsters and break their parts until you get one. Alternatively, if you have a Expendable Handguard part, you can scrap it to get a Scrapped Hammer SH1. Bring the materials to Izzy to update the quest. From here on, you can actually deliver the Tree Voucher you got from Izzy to Theresa and complete the quest. However, if you did follow his tip to go to Cranktown then finally, get referred to Albona, you'll get extra items. In Cranktown, talk to William and he'll ask for some lighting scrap. Hand him over the materials and obtain a Six-way light bulb. Next, travel to Albona and talk to the lazy shop owner in front of the tinkerer and scrapper. You'll obtain a Ritzy Star.

While in Albona, scrap the Scrapped Eater Tar 2 to obtain some Armanium. Next, talk to Slash and hand over the Armanium to complete his mission. Next, check out the bulletin board for a new quest:

Mission: The Missing Brother

Reward: 5s, 250R, Perfect Aid

Client: Elisa, LV7 Cranktown



You can't meet Elisa yet since the time of the day won't change until you finish the story mission. So, return to base and make your way to LV3. Deliver the Tree Voucher and Ritzy Star to Theresa to complete her quest. You'll also receive First Aid EX x2 and Multi-Aid R-EX x2 as bonus rewards. Save your game if you haven't done so yet and proceed to LV1 and enter the Square Garden.

The battles here should be pretty manageable unless Vashyron is under-leveled. If you check out all hexes in the dungeon, you'll get x30 Hand Grenade EX and an Expander Grip from the chests. Make your way to the last hex to face the boss.

Boss: Dragonfly

The boss is in the top-middle hex. This battle should be easy, especially if you Vashyron's MG level is high and if you have fully customized the new MG and a reliable HG in you, a few hero jumps while alternating between charged MG and quick HG shots should be enough to bring this boss down. You'll obtain a Bezel Shard after the battle.

After the ensuing scene, the story mission will be complete. Leanne and Zephyr will join your party again. Re-equip them as necessary.

Time to finish the other remaining quests for this chapter. Head to Cranktown next. Enter the town at night and talk to Elisa near the entrance. Go to Crank Seminary and pickup the shining object on the ground. Deliver the Broken Glasses to Elisa to complete her mission.

There is an optional battle in LV9 against x4 LV58 R-Commando Assault which will reward you with a Bezel Shard upon winning. Next, go down to Albona and clear all marked hexes there by defeating all enemies. The hardest of the four battles will probably be against two LV63 ATM tanks. These guys deal tremendous damage with their missile launchers so you need to kill them quickly by taking out their HP bar through charged MG shots or better yet, Full Scratch skill triggers. It will also help if you plan your hero jump and make your MG user land beside the tank. This way, its own missiles will hit it and deal DD to itself.

If you're following this guide or if you have completed all missions so far, your hunter rank should be above 700 at this point. Return to you base and collect the Double Sub-Barrel and First Aid EX x3 from your mailbox. This is pretty much it in this chapter. Grind if you want; when ready, proceed to the next chapter.



Chapter 13 Christmas

After receiving your story mission, head to the guild to accept the other ones.

Mission: The Forefront of Fashion

Reward: 8s, 6000R, Shockproof Suit

Client: Miranda, LV4 Ebel City

Mission: Is it Just Me?

Reward: 10s, 12500R, MC Incendiary Rounds+ x30

Client: David, LV10 Albona

Mission: The Ravening Beasts

Reward: 10s, 10000R, Rail Sub-barrel

Client: Barbarella, LV2 Barbarella's Manor

First, talk to Miranda to activate her quest. Next, head to LV1 and go to Square Garden to start the story mission. This mission will have you guys play as Santa. You need to give all the boys and girls in the Square Garden their presents. If you manage to deliver all presents quickly, there will be bonus items for you.

This is a non-violent mission so enjoy the entertaining mechanics. Basically, you just need to throw the presents to the children like lobbing grenades at them. They'll be rushing towards you guys so use hero jumps to avoid bumping to them. Getting surrounded by kids will daze your characters as well. And by the way, hero actions won't consume your hero gauge so use them freely. You need to deliver the presents to all the kids in all the hexes. After delivering all presents, the mission will be completed. Watch the scenes afterwards. Another Story Mission will be given to you.

Leanne will be the only one available at the moment. So, head straight to the Basilica, trigger some scenes and to complete the quest. Now head down to LV7. There will be marked hexes near the silver canyon. Each of them has a LV77 Cargo Walker as their leader so it should be a quick and easy win for you as long as you use charged MG shots and tri-attacks. Clear them all to complete the mission The Ravening Beasts.

Next, head to Cranktown and check the bulletin board in the guild to receive a new mission:

Mission: [The Future of Medicine](#)
Reward: 5s, 5000R, Multi-Aid R-EX
Client: [Stanley, LV7 Cranktown](#)

Talk to Stanley outside the guild and go up through Core Lift 2. Talk to the fat guy in a lab coat named Warden, take his book and deliver it to Stanley to complete the mission. Next, head to LV10. There will be marked hexes there as part of the mission David requested. Like the last mission, there will be a leader in these groups that you must get rid of. For this mission, you need to deal with LV94 Manhole Stoppers. There aren't really any special strategies needed against them; they fight like normal dwellest except that they deal more damage. Clear all hexes to complete the quest.

Finally, enter Etsia and fight your way in D-block to obtain a Heat Protector from a gold box inside. Your target is the LV97 Junker Behemoth in R-Block. This may be a tricky battle since the boss deals massive amounts of damage. Use charged MG shots. If you're lucky enough, you should be able to pull stuns and full scratches. Use your best grenades if you want and equip “++” grade MC elemental rounds. You need to carefully place your characters so they can safely and effectively perform a tri-attack with timed hero-jumps. You just need to strip the boss' armor. As soon as you remove all his armor or at least get an opening where your SD can penetrate, you should be able to defeat it in one tri-attack. You'll obtain the Vulcanized Hide from it. Don't forget to obtain the High-Mount Elite from the gold chest. Return to Miranda to complete her quest.

That's all for this chapter. Do whatever you want at this point and when ready, proceed to the next chapter. Your Hunter Rank should be around 800 now so check your mailbox to obtain your bonus items (Expander Twin S-Barrel, Multi-Aid R-EX x1)

Chapter 14

An Old Promise

Leanne will temporarily leave the party at this moment. After receiving the story mission, head to the guild to obtain new missions:

Mission: [Showdown](#)
Reward: 15s, 25000R, Toxic Rounds+ x30
Client: [The Cardinals](#)

Mission: A Trivial Matter
Reward: 8s, 5000R, Perfect Aid
Client: Stanley, LV7 Cranktown

Mission: A Thirst for Knowledge
Reward: 15s, 20000R, MG S-Rail Barrel
Client: Artourion

Exit the town and head to the bridge to trigger the story scene and get Leanne back. Make your way to LV2 and talk to Artourion in his manor to activate his mission. If you were able to clear all hexes in LV10, then just talk to him to complete the quest and obtain the reward. Otherwise, you need to travel down to LV10 and clear all hexes. You can just return to base after clearing all hexes and report to him to complete the quest.

You should already have the green/olive hex that you can use to unlock the blocked hex near Artourion's manor. Clear all hexes there and up to LV1 to get the following items:

- Anti-Damage
- Multi-Aid R-EX
- Energy Hex x7
- Armor-Piercing Rounds x5
- Hand Grenade ++ x5
- Molotov Cocktail++ x5
- Freezer Grenade x5
- Freezer Grenade ++ x5
- Toxic Grenade++ x5
- Cat-Kit: Black
- (Ares) Scholars
- (Soleil) Naranja
- (Soleil) Golem II
- (LaFleur) Luvino
- (Luvino) Dark I

LV1 is where you'll go for the next story mission. I suggest clearing all the other sidequests first for extra EXP if your characters are under-leveled.

Next, head down to LV5 and you'll find four marked hexes again and an optional battle. This battle is against x4 LV40 Blob Clowns which will reward you with a Perfect Aid upon winning. The marked hexes will pit you against a lot of low level enemies which is pretty much a joke, especially if your level is high enough at this point. After clearing the last hex, the mission will be completed.

Travel to Cranktown and talk to Stanley (the guy in the lab coat) and head to the Gran Idee Mines in LV12. (Press Select to get an overview of the whole place) On your way, you may engage the optional battle in LV10 against x5 LV59 Chinoppios. These guys hit pretty hard and they have multiple parts to break, making this battle a bit tricky. Use the barricades to your advantage; plot your hero jumps so your characters make it behind the barricades. These enemies use LoS (Line of Sight) so they need to walk around barricades to target and attack you. One good strategy for defeating them would be using Molotov Cocktail++s. The reward for defeating them will be a Bezel Shard.

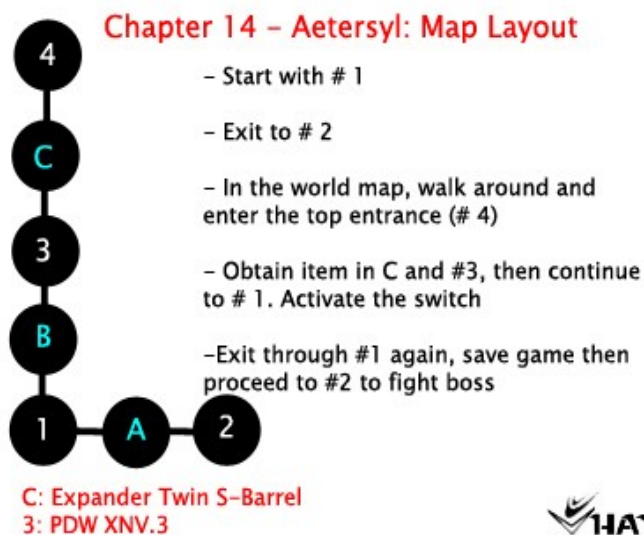
On your way down to LV12, you'll find another optional battle just past the Tower of the Righteous and before the elevator to LV12. This battle will be against LV71 Cathedral soldiers (Sniper, Guard and Fencer) The reward for defeating them will be a Perfect Aid. Finally on LV12, there will be another optional battle but this should be an easy one. You'll be up against a LV58 Dolled-up Dweller and x3 LV29 Wrecking Ballers. Your reward is a Cursed Doll which will add up to Daniel's collection back in Ebel. Save your game and finally head to Gran Idee Mines.

Back in Albona, talk to Sarah and she'll request you to give food to her pet, Kitty Dog. Keep feeding Kitty Dog with Frozen Ribeyes, Quality or Luxury Meats. Once it has eaten enough (sorry I didn't take note how much meat and ribeye it ate) it will turn into a full grown dwellest. As a reward, Sarah will give you a Witchy Mama doll.



There shouldn't be any problems for you in clearing this area since it won't introduce higher level monsters. Fight your way through or skip the battles as you please. Make your way to the last hex (blue) then open all three gold boxes to get the quest item and two other goodies (Long Expander Barrel and Germproof Suit. Return to Cranktown and deliver the quest item to Stanley to complete the quest. Return back to base and deliver the dolls to Daniel during the day to obtain Exp Trainer and another Germproof Suit. These should be the last couple of dolls needed to complete his granddaughter's collection. As a bonus, you'll obtain Perfect Aid x3 from him.

With all those stuff out of the way, its time to proceed to the main story. Head to LV1 and go to Aetersyl. Try to connect some terminals if you wish. This dungeon is the only one in the game that will confuse you. You may need to refer to the map below to properly navigate the area.



Boss: Storm Turret Leader

And it also has the following minions:

Storm Turret Vulcan x2
Storm Turret Cannon x4
Storm Turret Medic
R-Commando Assaults x3

You need to take this battle step by step and avoid rushing to the boss like you did most of the time. You need to whittle away the boss' defenses first to ensure your victory and survival. First, take out the commandos outside the gate. Do not enter the gate without them.

Now enter the gate and position your character behind the bunkers. Use ordinary charged MG shots and quick/long HG shots. The good thing about the enemies here is that they can be "direct killed". This happens when you destroy their shields. Repeat the same process on individual turrets. Make sure to make every shot count since those bunkers can't hold much damage. Do not use hero jumps since you'll most likely hit the main body which is ridiculously hard. Just use ordinary charged MG shots at turret level or hero dash as necessary. Also, take note if the shields can be targeted or not. If the shields are raised, then the green circular HP bar of the shields won't appear. Attacking them in this state won't damage their shields so take note of that.



Ignore the medic tower. You don't need to destroy all cannons, turrets and vulcans. Destroying most of them however, will make it easier for your team to move around and minimize the damage received as you make your way towards the leader. Defeating the boss will reward you with a Bezel Shard.

All your quests for this chapter should be done by now. Do your stuff and when ready, head back to the base.

Chapter 15 Power Beyond Conception

Head to the guild to obtain the following quests:

Mission: [This Gun's for You!](#)
Reward: 12s, 6000R, Z-40
Client: Anthony, LV7 Cranktown

Mission: Winter Fashion Materials
Reward: 8s, 2500R, MG L-Rail Barrel
Client: Miranda, LV4 Ebel City

Mission: The Locked Trunk
Reward: 10s, 5000R, ?????
Client: Carlo, LV7 Chit-Chat Noir

Start off by going to Miranda and talking to her. Give her x20 Hides that she need (you should have plenty by now, unless you sold them before) to complete the quest. If you don't have enough, kindly consult the bestiary to know which enemies drop them. Next, head to LV7. If you were clearing hexes earlier, then you should already have the quest item 'Locked Trunk'. If you still don't have it, just clear the hexes surrounding the Gran Idee Mines in LV12. Deliver the item to Carlo in Chit-chat Noir, near Core Lift 2 in LV7.

Enter Cranktown and talk to Anthony who is standing in front of the shop stalls. He will then ask you to collect two items for him: The Moonlight Gem and the Human Fossil. The first item is in Mine 24 (LV11) and the latter is located in the Gran Idee Mines (LV12).

While in Mine 24, be careful of the LV82 Thor's Hammer and two of its minions that you may encounter in the 3rd hex. You can use the same strategy to defeat this kind of enemy before; just make sure to get rid of the minions first since they can be a pain in the butt. You can also skip them if you wish since its not a mandatory battle. The item you're looking for is inside the golden chest located in the second to the last hex of this dungeon. Exit the area afterwards.

Next, head to LV12. There will be an optional battle along the way. Be careful of the Chummy Gremlins that you'll be fighting; they don't seem to look like it but they do pack one hell of a punch. (2000+ SD @ LV91) Avoid getting your characters surrounded by them as this may mean instant death. Just use hero jumps to keep distance from them. You'll obtain a Bezel Shard for winning this battle.

Continue to the Gran Idee Mines and make your way to the 3rd hex. Go to the isolated hex to the southeast (sky blue) to face the LV92 Bone Collector. Just use the same strategy against Sledgehammers and other enemies of the same type. Clear all enemies afterwards and obtain Anti-Toxin x10 from the chest on the platform. Upon collecting the Human Fossil, report back to Anthony to complete the quest and to obtain your new HG. Replace your least powerful HG and customize the new one. Your hunter rank should be past 900 now. Check our reward in your base's mailbox to obtain HG L-Rail Barrel and Perfect Aid.



Now, make your way to LV1 and clear the hex in the Outer Wall to continue with your story mission. You'll be forced in a battle as soon as you enter. This is a leader battle so it should be easy. Be careful when you're engaging random battles here; some groups might even have 3 leaders. Running away from these battles will save you time. Continue through the straightforward path until you reach Sullivan's Manor Promenade. Enter it, clear the first hex and collect the items from the golden chests. Continue to the second one to face the boss.

Boss: Bahamut

Mobile Storm Cannon x3
R-Commando Shotgun

Just like the last battle, you need to fully scratch the shields of the Storm Cannons then destroy them with DD (direct damage). Remember to take note of their shield's HP bar before wasting your MG's turn; wait until you see HP bar of the cannon's shield. Otherwise, your SD (scratch damage) will just hit the cannon's body. Destroy all three cannons to end the battle. You'll receive another Bezel Shard for winning this battle.

That's all there is in this chapter. Head back to base to proceed to the next chapter or grind if you want.



Chapter 16 The Basilica

Finally, the last chapter of the game. If you haven't done so yet, now is the great time to spend some time in the Arena and climb up the ranks. Try to connect as many terminals as possible and link it to the arena, especially the ones that boosts gained exp and doubles the effects of other terminals.

As usual, go back to the guild and accept some new missions:

Mission: Rebel Termination Order

Reward: 20s, 10000R, Expander Super Barrel

Client: The Cardinals

Mission: Rare Materials Sought

Reward: 15s, 35000R, Long Scope Elite

Client: Izzy, LV4 Ebel City

Mission: My Trauma

Reward: 12s, 5100R, Special Scope

Client: MacGregor, Lv7 Cranktown

Exit the guild and talk to Izzy the scavenger to activate his quest. He'll be requesting a Crystal Core and a Rare Metal Shard. You can easily obtain them by scrapping high-level accessories. For example, a Heat Protector can produce both materials. If you're following this guide, you should already have two Heat Protectors. It won't hurt scratching one since we won't use that accessory that much anyway.

In case you don't have any accessory that will produce those materials or you don't want to scrap them at all, you may consider farming them instead. For Rare Metal Shards, you need to hunt down Jackpot Dwellers and Gold Mimics. These guys usually appear alongside with other normal enemies in Closed Roads. If you haven't noticed, each hex you walk on the world map have individual names. (e.g Thoroughfare, Forest Path, etc). Running back and forth in Closed Road hexes will enable you to fight against them. Having terminals that increases the drop rate of rare and ordinary items will help a lot. Or, you can just scrap one of your older/ outdated Long Scopes.

For the Crystal Core, you can farm them from Mad Goliaths in Grand Idee Mines. You need to strip off their armors completely for them to drop the Crystal Core. Once you have both materials, report back to Izzy to complete the mission.

Exit the town to find the marked hexes along the Rainy Bridge. You don't need to clear all hexes; you just need to find the hex with the Elderly Man as leader. This guy deals a lot of damage but he can only attack within melee range. Use your hero actions to jump or run away from him. Due to his high level, your characters might even level up. Just ignore the minions and concentrate in taking out the leader. Once defeated, the mission will be completed.

Next, head to the Hughes Power Station and fight your way inside. You need to chase after the LV100 UFO Catcher and destroy it. It will move from hex to hex until you kill it. Fortunately, its HP doesn't regenerate or reset. Don't worry about the minions here since they won't deal that much damage at your level. Just pursue and destroy it to complete the mission.



Before heading to the last story mission, try to create the best parts you can get and customize your guns in their best setup. Grinding in the arena is a good idea at this point as well. If you have a lot of colored hexes, you may want to connect various terminals from different floors and link them to the basilica. You can erect an energy station here so you can save and rest if needed. If you've been grinding the arena with the double exp and double terminal effect active, then you should be above LV100 by now. Equip your best weapons and accessories, and don't forget to customize your weapons the best you could.

While you're at it, you may want to clear the optional battles listed below to maximize your hero gauge (maximum is 14).

- LV08: x3 Mad Goliath, rewards Bezel Shard. Easy battle with high level and Germproof Suits.
- LV11: x2 LV76 Judge's Blade and x3 Judge's Assault. Rewards Bezel Shard
- LV12: x5 LV30 Hell Slots, Perfect Aid
- LV12: x2 LV68 Bolt Yeti, x3 LV58 R-Commando Shotgun, Bezel Shard
- LV12: LV73 Storm Striker, x3 LV39 Commander, Perfect Aid
- LV12: x4 LV68 Venomous Fog, Perfect Aid
- LV12: x2 LV66 Shot Raptor, x3 LV66 Judge's Assault, Bezel Shard

When ready, head to LV1 and proceed to the Basilica. Fight your way through each of the hexes. You shouldn't have any problems dealing with the enemies here, especially if your level is high enough and your weapons are fully customized. Upon reaching the fourth hex, you'll be facing Garigliano and his minions.

Boss: Garigliano LV134

First, you need to take out two of his minions that may inflict status ailments: Venomous Fog and Tesla Smasher. After getting rid of those two, this will be pretty much an easy battle since Garigliano's attacks aren't that powerful. He has a lot of HP so expect that it'll take several hero runs or tri-attacks to take him down. The other two minions can be ignored since they're melee types; you can just use hero actions to attack the boss and to get away from them at the same time. You'll obtain a Bezel Shard for winning this battle.



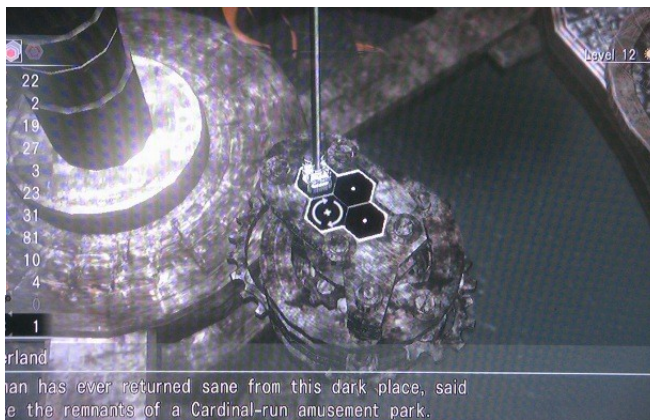
Continue to the next hex. You'll need to activate the switches in both the left and right hexes. Continue up the main path and you'll need to fight another boss along the way.

Boss: Antourioun LV137

If you didn't have any problems dealing with the enemies from the past hexes, then this shouldn't be a problem either. Take out a few of the boss' henchmen if you want to make things more manageable. Take out the heavily armed Northern Wind first (they can freeze your characters), then at least two other riflemen if you wish. After that, you can just concentrate on attacking the boss. This old man's HP is almost as high as Garigliano's and his attacks are really weak as well. Use tri-attacks, and if possible, bonus shots from your MG often to end this battle quicker. Oh, and the boss uses hero jumps as well. You'll obtain a Bezel Shard and the black hexes, necessary for clearing the way to the optional dungeon called Neverland.

Continue to the next hex. Collect the Escape Hex and HG S-Rail Barrel from the chests. Its not necessary to defeat all enemies here; you can just use your hero jump to have one of your characters move to either the left or right paths. Each of the paths have high level guards like Goliaths, Godhammers and Vertical Launchers. These enemies should be pretty manageable if you're high-levelled. You need to do the same steps like the last time; activate the last two switches on each side and the path to the boss will open.

It will be a good idea to use an escape hex now and save your game. You can now also clear the black hex in LV4 to reveal the Abandoned Elevator leading to Neverland in LV12. You need to use the last black hex to reveal the optional dungeon itself. You can check it out if you want; but be warned though, this place is not for the unprepared and underleveled.



Make the proper preparations as you need. Don't forget to get your new costumes for reaching 999 hunter rank. (These are really worthless and tasteless costumes, by the way) When ready, return to the basilica and head to the last hex to face the final boss of the game.

Boss: Rowen LV193

The boss has x2 LV68 Venomous Fogs and x2 LV66 Judge's Assault minions. You need to get rid of the Venomous Fogs as quickly as possible. Getting poisoned in this battle is the last thing you want. If you want, you can also get rid of the Assaults to give you more breathing space. If you followed this guide's consistent reminder of grinding in the arena with as much linked terminals, then your level should be at least LV100 or more in this fight.

The boss is very prone to gauge breaks so it will be a good habit to switch your HG users' targets after they follow up your MG's scratch damage and target Rowen. If the gauge break connects, then you'll have a more easier time dealing with his minions and finally, himself. He will summon reinforcements from time to time so deal with them by alternating between targets. Remember that you'll need the guards to recover your hero gauge since this boss has tons of HP. If your level is high enough, then you won't need to use any items at all.

I fought this boss with characters at around LV146-149 and he was already a laughing stock. Of course it is possible to defeat this boss at lower levels but expect a high risk of retrying and the battle to drag for a while.

Watch the scenes and ending credits. **Congratulations for beating the game!**

Post-Game

After the credits, you'll be prompted to save your cleared data. This will be used to carry over some stuff on your next playthrough. Remember to save it on another slot; do not overwrite your last saved game for your own convenience.

When loading the cleared save data and when starting a new game, you have the following options:

A: Start the game with the same difficulty. You'll retain your level, items and rubies from the previous playthrough. In addition, you get to keep your costumes, weapons, parts, accessories, skills, white (normal) hexes, arena coins, two black hexes for unlocking Neverland, hunter rank and hero gauge.

B: Start the game with a different/ higher difficulty. Your level, items and rubies won't be carried over. Basically, you'll start from scratch with nothing.

Colored hexes won't be carried over regardless of difficulty. Also, the areas will be reset, including the unlocked areas and the linked/activated terminals.

Credits

Thanks to the following:

- S and IGN for giving me the chance to write a guide for this game
- To Tri-Ace, one of my favorite developers
- To my family and friends (online and in real life)
- To all my readers, supporters

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2. Visiting/Ordering via my [Play-Asia affiliate link](#)

Yes, just by ordering stuff from them, I get a small commission - no matter what item it is. They have a variety of items, games, game/anime soundtracks, toys/ anime figures, guides and collectibles. Just simply visit the site by using my affiliate link. Don't worry if you can't order; Play-Asia is generous enough to pay for the clicks/ visits to their site based on my affiliate link.

3. Downloading this text file from [here](#) or [this link](#).

This is just another way for me to earn a bit of cash. Please don't mind the Linkbucks ad; the text file I'm asking you to download is a non-malicious, thank you message for your support. It only takes a few seconds of your time :)

4. Showing your appreciation

This is probably the simplest, and cheapest thing to do. A simple "Thank you" email means a lot to me, since it tells me that there are people out there that appreciate my hard work. Though it won't help financially, it is still a big deal by giving me "moral support". :)